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SPECIAL IN THIS ISSUE — SUPER MARIO BROS. 3, GRADIUS 2 AND DOUBLE DRAGON 2

INTERVIEW • SEGA • ATARI • TURBOGRAFX 16 • DEFENSE • GAMES • IBM • AMIGA • CD-ROM

ELECTRONIC GAMING MONTHLY

VOLUME 1 NUMBER 2
MAY 1991 \$3.95

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16-Bit super game systems as well as hand-helds that use carts are just around the corner and EGM has the complete story. Get the first pictures of the 16-Bit "Super Nintendo", the Super Famicom, as well as screen shots from this amazing machine. Also find photos of NEC's new TurboGrafx 16, the American version of their wildly successful Japanese system, P.C. Engine, and mini-reviews of some of the first games to be made available for the card-based unit that will also have CD-ROM and computer options! Not to be forgotten, Sega has appeared with Genesis, the U.S. equivalent to their 16-Bit Japanese Mega Drive. Then, on a smaller scale, look for the follow-up to our May story on the Nintendo GameBoy hand-held game system. Great games and portability make this machine a hot contender despite its 8-Bit processor! Plus get the advance word on Namco's new 16-Bit and the upcoming P.C. Engine 2 from NEC! Get armed and ready for the next generation of game machines with Electronic Gaming Monthly!

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An all new regular feature you'll find only in EGM! Get the insights and opinions of four of the hottest players in the country on the latest games available for your Nintendo and Sega game systems. At-a-glance number reviews, combined with in-depth critiques make this column the most valuable resource of honest game evaluations available from any publication!

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Get the first sneak peeks at some of the up and coming video game contenders! like Acclaim's Double Dragon 2, American Sammy's Thundercade, and CSG Imagesoft's Super Dodge Ball

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Previews of some of the raddest Nintendo games from Japan grace this month's International Outlook! Zone in on Super Mario Bros. 3, the second and best sequel yet to the original Super Mario game! Warp ahead and look for pictures of Konami's souped-up Gradius 2 - one of the most incredible Nintendo games ever!

Top Secret!

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Get the clues on how to beat over 25 of the best games ever and yet to come in these pages that are definitely "for your eyes only!" In addition to plenty of secret tips, tricks, codes, and strategies from the U.S. National Video Game Team, Quartermann, and our readers, you'll also discover pro tips for great games like Stealth ATF, Gyruus, Altered Beast, and Vigilante. And don't forget to dig into the great game maps for Mega Man 2 and Guerrilla War!

Also in this issue...

Interface - Letters to the Editor...Press Start...Gaming Gossip...At the Arcades...Date to Compare: Power Glove vs. U-Force...Computer Gaming...High Scores...Electronic Gaming Top Ten...

BAD DUDES MAKES DOUBLE DRAGON PALE BY COMPARISON

Ask anyone who's played them both in the arcade. Bad Dudes is clearly the game of choice. It's no contest.

BAD DUDES has better graphics. Better action. Better playability. From the arcade to the Nintendo to computer formats, you can count on a better game with BAD DUDES. And we're even available on more systems than they are.

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Check it out for yourself. The martial arts excitement of BAD DUDES makes Double Dragon play like a dinosaur. One soon to be extinct.

BAD DUDES. From Data East. Now available on Commodore, IBM, Tandy, Amiga, Atari ST and Apple II personal computers and the Nintendo Entertainment System.



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**DATA
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NUMBER 2

ELECTRONIC GAMING MONTHLY

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Electronic Gaming Monthly is published 12 times a year by Sendai Publications, Inc., Electronic Gaming Monthly subscription rates for U.S. and Canada, Mexico \$26.95, and all other by air mail only \$42.00. No money orders. Please allow 4-6 weeks for delivery to 1820 Highland, Suite 300, Lombard, IL 60148. The editors and the circulation department are not responsible for unsolicited material. No part of this publication may be reproduced without the expressed written permission of Sendai Publications, Inc. Copyright 1985, Sendai Publications, Inc. All rights reserved. All materials used in this magazine are subject to publisher's change and publisher assumes no responsibility for such changes. Printed in the USA. Printed with pride.

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WE HAVE SOMETHING TO SAY!

Welcome to the new Electronic Gaming magazine! While this may only be our second issue, we're moving to make Electronic Gaming the best video game publication around. We've got a new logo, a new format, and best of all, the new carts and software for the hottest game machines! We've packed more reviews, tips, and tricks between these covers than any other electronic gaming magazine published in the USA - we hope you like it!

First of all, we've changed our reviewing format. Do you get sick of reading reviews in other magazines that sound like someone rewrote the manual? How about critics that pretend to have something to say, only to rave about each product in the final paragraph of their review? Well, with our new multi-reviewer format, you get the complete picture from four of the hottest players in the nation as well as at-a-glance number ratings that tell it like it is! We're promising to give you plenty of solid, up-to-date reviews (not games that are three years old) with info that will help you buy the games that are right for you.

Electronic Gaming is also the magazine to turn to for the hottest new game tips, tricks, and strategies! In this issue you'll find maps for Mega Man 2 and Guerrilla War, tips and tricks for Gyruss, Hoops, Ultima, Vigilante, Altered Beast and more! Our Top Secret section is also loaded with power-ups, codes, and other tricks of the trade! You can always rely on Electronic Gaming to blast your scores to new heights and get more out of every game you own!

Wait! Because there's much, much more! In addition to tips and reviews Electronic Gaming is also on the leading edge of what's new and what's coming soon. Get the first look at the amazing 16-Bit Super Famicom from Nintendo that's set to go head-to-head with the P.C. Engine and Mega Drive in Japan and find out where these systems are heading here in the States. Also look for in-depth coverage of Gradius 2 and Super Mario Bros. 3, two of the best games available for Nintendo in Japan!

All of this adds up to one magazine with all the firepower you need! Electronic Gaming is made for game players by game players who have what it takes to finish any game that comes along.

Sure, the other guys might spend a million dollars on layouts that do a great job of candy-coating reviews that have nothing to say. But when you think of it, that's sort of like having a solid gold piggy bank with no money inside. When you buy Electronic Gaming you're holding a million dollars worth of content in a container that's every bit as good as what the competition has to offer.

Why don't you be the judge? After you've read through this issue of Electronic Gaming go out and look at what the other mags have to offer. See if they have the same number of unbiased reviews, game secrets, or industry info as Electronic Gaming. And when you're through comparing, let me know what you think. I know you'll be back for more!

Steve Harris
Editor

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In pre-historic times, where ancient dinosaur creatures ruled the adventures of Dino-Riki began. A courageous young man, Dino-Riki is determined to establish mankind's future in this violent age. Dino-Riki must fight his way through lava swamps, dark caverns, deep canyons, demons and giant dinosaur bosses!



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Do you have a question or comment about world events? If you do then go write Newsweek. But if want to jam about video and computer games, just drop use line and you may find your name in these pages. Write to Electronic Gaming, America, 1520 Highland, Suite 300, Lombard, IL 60148. You won't win anything, and it'll cost you a quarter, but what the heck, you only live once!

WANTS INFO ON MEGA DRIVE

I really want to thank you for such an excellent game magazine. I've particularly enjoyed your articles on the sixteen-bit game systems. Your May issue did a great job of providing info on all of the new systems.

I called Sega to find out more information about their new Mega Drive, but they won't talk about it at all. I know I can count on you people to get the inside scoop.

Thanks again for the great magazine. Keep up the good work!

Arthur Albano Jr.
Loyalton, CA

(ed. - What a super guy - thanks for the compliments! We try our best to give you info that is up to date and always on the cutting edge of what is up and coming. Look for the complete story on the Sega 16-Bit Genesis system (Mega Drive),



The Genesis, Sega's 16-Bit Super system which will be marketed by Sega themselves (not through Tonka).

as well as all the other great new gaming products coming soon including the NEC TurboGrafx 16 (previously the P.C. Engine), the Nintendo 16-Bit Super Famicom, and the Nintendo hand-held GameBoy. This is hot info that you won't find anywhere else, so remember, when you want the first word on all the latest gaming developments, turn to us!

CHIP SHORTAGE - TRUE OR FALSE?

When Nintendo says there is a microchip shortage, is there really a lack of chips or is Nintendo holding out on us? Most of the really rad titles like Super Mario 2 and Ninja Gai Den are never in. Honestly, what's up?

Chris Logan
Kansas City, MO

(ed. - While there is a chip shortage that currently has a strangle hold on many companies like Nintendo, it is not entirely to blame. Many of the quantity problems come from Nintendo's strict allocation program which allows them to designate which games are good (and deserving of million-plus runs) and which are not so good (productions of around 50,000). Whether or not you see your favorite Nintendo games on store shelves depends largely on the grade it receives from Nintendo.)

WHERE'S MEGA MAN 2?

I was puzzled with regard to the cover of your May issue. On the cover it shows a picture of Mega Man 2 and mentions a preview of the game, but when I looked through the magazine, I saw only a few paragraphs and one screen shot of the game.

Craig Jones
Glendale, CA

(ed. - We're sorry for the misunderstanding, Craig. We certainly didn't want to mislead anyone about the content of the book, that's why we labeled the Mega Man article a preview. But, to make it up to you, you'll find a special two page spread on Mega Man 2 in this issue, including some special tricks and a map to get through and lay waste to that evil Boss of the Timber, Woodman. Hope you like it!)

TECHNICAL DIFFICULTIES

I'm really stamped! In your May issue I found your special tip booklet to be quite helpful, but I can't seem to get the Shinobi and After Burner tips to work. How about some help!

Dean Williams
Fl. Lauderdale, FL

(ed. - We really made the postal service a small fortune on that one! We've received letters from quite a few people wanting to know how to get these tricks to work. First of all, let us say that we're sorry for the inconvenience, and secondly let us give you the tricks as they were supposed to be printed: In Shinobi you can select your level during the title screen by pressing the pad down while holding button 2 while pressing Pause 100 times on After Burner allows you to continue past the twelfth level.

If you want more tips, tricks, and other-good stuff for both the Sega and Nintendo, look for our special Tricks of the Trade section elsewhere in this issue!)

CORRECTIONS

In the 16-Bit Sizzler article that appeared in our May, 1989 issue we mistakenly listed Jaleco as a third-party supporter of games for the P.C. Engine. Jaleco is not supporting the system. What the author of the article had meant was that Jaleco games (namely P-47 Freedom Fighters) had been licensed for play on the P.C. Engine. We regret the mistake.

Also, in the TOP SCORE strategy guide we pictured Flying Dragon in piece of Link. Wow! What was our photographer thinking?

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ELECTRONIC GAMING REVIEW CREW



Guerrilla War

Type: Shooter Release: 05/31
Levels of Play: 9 Difficulty: Avg.



SNK is back on the battlefield once again with their latest arcade translation, *Guerrilla War*. Deep in the jungle you lead a revolution against an evil dictator. By yourself, or with a partner, you take on the army behind enemy lines while rescuing P.O.W.s. Blow the enemy away with your machine gun, or go for the super firepower in one of the allied tanks and do some serious damage. Rescue the prisoners, gather the power-up and head for the enemy headquarters!

Ironsword

Type: Action/Adv Release: 08/01
Levels of Play: Difficulty: Avg.



Kuros is back in this sequel to the sword-winning action/quest adventure, *Wizards and Warriors*. This time the challenge is even greater, with more evil creatures, hidden spells and potions, and danger lurking around every corner. Search for bonus rooms packed with surprises, find the keys, and advance to the next level. But first you have to deal with that boss... *Ironsword*: *Wizards and Warriors II* goes beyond the original with new characters, password features, and plenty of adventure!

STEVE

The editor of *Electronic Gaming* prefers to play high action games like *R-Type*, as well as adventure contests like *Mega Man 2*. While Steve is an avid fan of both the NES and Sega, the new machines like *TurboGrafx 16* and *GameBoy* are his favorite.

Guerrilla War follows in the footsteps of *Iron* and *Iron Tank*. While the territory may be familiar, the action is fast-paced and the graphics and sounds are exceptional. The built-in continue unfortunately eliminates much of the challenge, but it is still good game nevertheless.

I liked *Ironsword* a lot! Even though the game requires the same precise jumps that I hated from the original, *Ironsword* is so big, and has so much to offer, most of the competition pales by comparison. Absolutely fantastic graphics and heaps of action make *Ironsword* a must have!

ED

Ed likes adventure quest games that require thinking as well as well as action like *Spell Caster* from Sega. Ed favors the Sega system due to its library of such games. Ed's got his eye on the NEC *TurboGrafx*, and is willing to see the games to come.

SNK's developing a reputation of making only shoot-em-up war games. While this is immensely better than *Victory Road*, it's little more than a complex version of *Iron 2*. Extremely detailed graphics and continue feature make this the best shooter in months.

A worthy sequel that fortunately is better than the original. *Ironsword* is longer, harder, more involving, and deeper, with some very different features that make it exceptional. There are more spells, weapons, and better music and graphics. Better than the original in every way.

DON

Don enjoys a variety of different types of games, especially shooters like *Star Soldiers*. Plays more Nintendo than Sega, although he's mastered many of the games coming out soon for Sega's Genesis.

This version of *Guerrilla War* is a little easier than the arcade version and is definitely worth looking at although it's not quite the game that *Iron Tank* was. The unlimited continue feature rules most of the long-term challenge of this game, but the game itself is very, very good.

Ironsword is a very good game with nice graphics highlighting an involving adventure theme. The game requires precise movements that detract from play in several areas - but it is definitely an above-average title.

JIM

Jim is the best game player on the *Electronic Gaming* staff, having mastered over 200 games for the Nintendo and Sega systems. Jim was the first to master Sega's *Phantasy Star* and often comes up with great tricks when he flies through the games.

I'd categorize *Guerrilla War* as the best out of all the *Iron*-type games that SNK has produced so far. It has great graphics and the control is nice. There is some flicker when a lot is happening on the screen, but it's not too bad. The two-player feature is also cool.

I have nothing bad to say about *Ironsword*. The graphics are great, even better than the first! There are more spells, weapons, and a Pascode that makes the whole thing play more like a quest game while retaining the action elements. If you liked *Wizards and Warriors*, you'll love *Ironsword*.

Fester's Quest

Type: Quest/Adv Release: 09/01
Levels of Play: -- Difficulty: Hard



Poor Uncle Fester! He was the only one who knew of the UFO invasion and now all of the people in the town, except for the Addams Family, have been whisked away by this alien craft! It's up to Uncle Fester, with a little help from you and the rest of the Addams clan, to locate all of the tools that will be necessary to eliminate the in-human menace and bring all the people back.

Lots of shoot-em-up action, first-person maze, and deadly Boss creatures make this quest game one of the most difficult!

Mega Man 2

Type: Action Release: 06/01
Levels of Play: 9 Difficulty: Avg.



Dr. Wily is back again with a new cast of super-human rascals! Mega Man 2 returns where the first game left off, only this time Mega must take on eight brand new bad guys! Each one of these genetically altered Bosses has a special ability that Mega Man can obtain - but first he has to beat them and the guards that patrol each fortification.

Mega Man 2 has eight levels of play leading to the final confrontation with the evil old Doc himself!

3 Stooges

Type: Act/Quest Release: 09/01
Levels of Play: 30 Difficulty: Easy



Nyuk, nyuk, nyuk...

Those lovable and laughable 3 Stooges are back for more in this video game version of the popular computer game.

Guide each of the stooges through a variety of obstacle courses and raffle teasers to gather money and pay off the mean old land lord who holds the mortgage on the orphanage!

Superb animated intermissions from the movies, as well as the digitized voices of Moe, Larry and Curly make the 3 Stooges as fun to watch as it is to play!

Fester's Quest is not an exceptional action game or adventure game. The fighting is very straightforward and most of the real combat is between Fester and the Boss aliens who are next to impossible to beat. There are some redeeming features, however, and the opening music is very good.

Mega Man 2 is one of the best games I've played in a long time. It has a perfect blend of action and surprise that is usually seen only in games like Super Mario. The first Mega Man was a sleeper hit, but this one is even better, with plenty of new enhancements. Highly recommended!

3 Stooges is one game made up of several "mini-games", none of which are complex or action-packed. Most are simple obstacle courses, with pay checks dished depending on how well you do in each. Not a lot of excitement, but the graphics and sounds are absolutely incredible and worth a look.

The graphics in Fester's Quest are better than average, but the whole game doesn't supply much variety. The maze sequences are not complex and basically only need to be walked through. The Addams' family theme isn't that exciting either. Fester's Quest is a very average game.

A worthy successor to the original Mega Man. This one is better than it's predecessor in several ways. It's harder, the castle is more difficult, and Wily is back with more dangers in more lands than before. The power-ups, difficulty select and Password make this a great game. Super lunee also.

3 Stooges is oriented to an older crowd that can appreciate the slapstick humor. For us older gamers this game is a riot, with non-stop laughs and entertainment. The digitized graphics are exceptional and the sound effects are the best in any Nintendo game released.

There's not a lot of action in Fester's Quest. You basically run around, trying to find certain items and only stopping to fight a couple of Boss characters along the way. It's a slow game that doesn't have much action or adventure and is unbalanced with Boss creatures that are too fast for the slow pace.

Mega Man 2 is one of those must-buy games of the year. It's just a tad too easy and will probably be no big problem for seasoned players to beat. Excellent graphics and sound, with exceptional game play that is perfect in every way!

There's not much game here, but there are some interesting scenes that unfortunately don't change from round to round. The voice effects, of course, are what you notice first. The stooges do look and sound like the stooges but the game is just too shallow to hold up to repeated play.

Awesome music, but this one only has O.K. graphics. The game as a whole is alright, but the quest is just too easy. It's basically a bunch of mini-quests that are easily beaten, tied together with very difficult Boss characters that make the game unbalanced.

Awesome! I liked Mega Man a lot, and didn't think Capcom was going to be able to top it, but they did! The graphics are better than the first, it's longer, and there's even a Password option. The only negative is that it's easier than the first one but that's not much of a detraction! Great game!

3 Stooges is O.K., but it's not a great game. The full screen graphics are very detailed and humorous, but the rest of the game graphics are poorly done. It seems like most of the attention was put on the graphic picture and sounds and none on the game characters or play.

Adventures of Lolo

Type: Act/Adv Release: Now
Levels of Play: 50 Difficulty: Avg.



That happy-go-lucky ball of fur, Lolo, has quite a task ahead of him! Not only does he have to traverse the filthy rooms of the Great Devil's Castle, collecting heart framers and treasures, on a mission to save the Princess Lala and the kingdom of Eden.

To get through each level, Lolo must move objects and gather up the framers to expose the treasure chest and move on to higher levels. But beware! A crazy cast of enemies will shadow your every move in an effort to put an end to your quest.

Operation Wolf

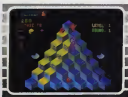
Type: Act/Gun Release: Now
Levels of Play: 6 Difficulty: Avg.



You're in command of an elite group of infiltrators, sent behind enemy lines to eliminate the rebel armies and rescue the five C.I.A. hostages. With your machine gun at your side and a stash of grenades, you advance into combat against enemy soldiers, helicopters, tanks, paratroopers, and more! You control the action with either your Zapper or joysticks through six progressively difficult stages of play as you blast your opponents, before they blast you!

Q*Bert

Type: Action Release: Now
Levels of Play: 36 Difficulty: Easy



Q*Bert has jumped straight from the arcade to the NES! This cube-hopping arcade legend lives on in this faithful translation from Konami.

In Q*Bert you must guide the two-legged rodent around a pyramid comprised of cubes. As he hops from cube to cube, the surface of the cubes will change. As the game becomes more difficult, it requires multiple hits before the cube is the right color. A cast of weird and wacky characters stand in Q*Bert's way and mess up his blocks.

Lolo is an absolutely entrancing game! While it may not be high on shoot-'em-up action, it does have game play that is adding beyond belief! It is supported by some slick graphics, jazzy tunes, and is packed with surprises. Lolo may not be a hot arcade name - but it is great! A sleeper hit!

On its own, Operation Wolf is a very good shooting game, with nicely detailed scrolling background, lots of enemy characters, and a good supply of secret power-ups. It doesn't compare to the coin-op, however. The joystick handling is awkward, but is better than the gun for higher scores.

Q*Bert was always one of my favorite arcade games and Konami's gotten it just about perfect! The graphics look pretty much the same, and although that strange voice is missing, the sounds are close as well. The control will draw complaints from some, but two built-in modes help out.

I feel sorry for this game. It is similar to Solomon's Key, a challenging combination of action strategy. Lolo requires experimenting, through trial and error, to find the correct pattern for each level. Kiddie graphics disguise a game that is for all ages and filled with countless hours of enjoyment!

In reviewing Operation Wolf, I see it as a gun game more than a joystick game. As a gun game it is excellent, absolutely the very best available for the NES. There's non-stop action, lots of good looks, and just a touch of strategy is required to conserve ammo. Extremely complex and very satisfying.

Yes, Konami's version of Q*Bert is true to the arcade, but just like the coin-op it is too repetitive and has only one screen. Like all the other versions, this one has sloppy controls too. This may have been cute in '84, but today's games need more than the same screen with little variety.

Pretty good graphics and music enhance this action/strategy hybrid that is highly addictive. Adventure of Lolo is a very good game that can be played by beginners and hold the attention of advanced players alike. Take a look at this one.

Solid action! Good shooting game with above average graphics (although not as good as the arcade version). One thing I don't like is the collision detection and the control of the cross hairs in the joystick mode. You waste a lot of ammunition and many times end up missing your target.

This is a good translation from the original arcade Q*Bert game. There's not much to say, it's Q*Bert.

Adventure of Lolo is a good thinking game with nice graphics and sounds. It's not unbeatable, despite the number of rooms that must be overcome. This one's a good change of pace if you're sick of shooters and want an alternative to Legend of Zelda.

This was a big disappointment from the arcade to home - although many of the best features would be very hard to convert to the NES. It is, however, the best Zapper game, although, ironically, the joystick mode is better for rapid-fire action.

Konami's version is good for Q*Bert, but it's too old. The graphics are alright, but the game doesn't demand too much. You have to like Q*Bert to like this game.

Mappyland

Type: Action Release: Now
Levels of Play: 5 Difficulty: Easy



You're Mappy, the mouse-policeman who must keep law and order through five changing levels of difficulty. In addition to jumping and running after the nasty Boss cat and mischievous little cats, Mappy can also use a variety of special enhancements like the rubber-band trampolines and closed doors to get away from the bad guys and rescue his beautiful girlfriend. Cannons, power beams, and special feathers can also be used to stop the Boss and give you extra time to collect all of the items scattered about the

Flying Dragon

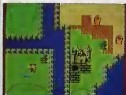
Type: Action Release: 09/01
Levels of Play: -- Difficulty: Easy



Flying Dragon is Culture Brain's contribution to the ever-growing karate and kung-fu game genres. While it shares many things in common with earlier hits like Karate Champ and Kung-Fu Master, Flying Dragon introduces a new form of play where the game actually teaches you the moves you need to know. With play that progresses through training modes, fighting scenes, and a World Championship competition, Flying Dragon has plenty of chop-seezy kikos and martial arts thrills.

Hydlide

Type: Quest Release: 06/31
Levels of Play: -- Difficulty: Hard



Hydlide is FC's follow-up to the hugely popular RPG title, Ultima. Although Hydlide doesn't have much in common with Ultima, it does retain some of the same basic play elements and guarantees plenty of play value. You won't beat this one the same night you get it. You control the warrior Jim on a quest to bring peace to Fairyland. On your way you must retrieve a number of weapons and power-ups that are necessary to complete the adventure. Standard RPG functions are enhanced with several action routines.

Mappyland is a great sequel to the original Mappy game. These scrolling and multi-level features really make this game shine. It's very easy to play, but is loaded with things to discover and ways to increase your score! It may not look like a revolutionary game, but it plays better than most.

Flying Dragon has a very strange look and feel. The colors that are used in the game characters appear washed out, and seem to blend in with the background. The control of the game characters is also lacking. The concept is nothing new, and is further muddled by a lack of direction.

Hydlide is a little tricky to get started, but once you've worked your power up you can concentrate more on the game. While I'm not the biggest fan of RPG type games, this one does have some redeeming features. The graphics and sounds are tough, but the game play holds many hours of surprises.

There's just no such thing as a kiddie game. While Mappyland may have characters, settings, and tunes geared toward younger players, it is not a game that will be fully appreciated by anyone under 16. The game play is good, but the package unfortunately misses the mark.

The kung-fu theme of Flying Dragon is overworked. There is no room for an average karate game which this is, especially when comparison is made with outstanding titles like Ninja Gaiden or Jeet Kune Do. While the concept may have been good enough a year ago, it's just not enough to make it now.

I can't remember what this game was about. That's about all I can say about Hydlide.

6

Mappyland is a good continuation of the arcade version, even though the theme is a little different. There's a lot to interact with, which may limit its appeal to older players, but it is decent. Mappy starts out kind of slow, but the graphics and other features come together nicely.

Just another karate game.

4

Hydlide is a good game with graphics that are average and music that is not too terribly annoying. 50% of the game is comprised of building up energy to play the other 10%. A good alternative to Ultima, Zelda, and other quest-oriented RPG games.

This game is addicting - I started and didn't want to stop. The graphics are average, but it's a good game with challenging play that's loaded with secrets, yet not too complex to get the hang of.

Flying Dragon is repetitive and not much fun. The control is jerky as well as the scrolling. Besides these problems, however, it is probably my favorite one-on-one kung-fu kick-em-up due to the ease of play and the way the game teaches you how to become more effective in higher rounds.

The graphics in Hydlide are not too good. I was also confused by the action sequences and what was supposed to be done. It takes a while to catch on and start the game and it is probably good if you already beat Zelda, but I don't care enough about role-playing games to put in that much effort.

Alex Kidd in High Tech

Type: Quest Release: 07/01
Levels of Play: -- Difficulty: Avg.



Alex Kidd is back again with a whole new adventure that is very different from his two previous games.

This time Alex takes on the High Tech World in search of a map that will lead him to the local arcade. He must talk with the various people who populate High Tech World who will give clues and reward him with sections of the map. Action sequences are placed between the different rooms that Alex must explore to add greater depth to this quest game.

Reggie Jackson

Type: Sports Release: Now
Levels of Play: -- Difficulty: Avg.



Step up to the plate for some super baseball thrills courtesy of Sega and Reggie Jackson. In this new baseball game, which improves upon their Great Baseball title, you command a team for an entire season.

The centerpiece of this game is a highly detailed pitcher/batter duel while simultaneously controlling your outfielders and base runners. Hit bunts, line drives, pop outs, and home runs in this realistic simulation of baseball that carries the signature of one of the game's all-time legends.

Galaxy Force

Type: Shooter Release: 10/10
Levels of Play: 5 Difficulty: Avg.



Blast into orbit with Activision's fourth release for the Sega Master System, Galaxy Force. Commanding an intergalactic star fighter, you must choose the planet to attack and blow your way through the alien defenses on the surface. Reach the inner chambers of the planets and game play switches to inside the planet where you must traverse the winding corridors that lead to the nuclear reactor. Destroy the power core and blow the planets out of the stars.

I was not overly impressed with Alex Kidd in High Tech World, I loved the first Alex Kidd game and felt that the second was too much of a kiddie game. The third try at Alex Kidd doesn't have enough action in the action scenes and the whole quest is slow and tedious. Not much fun.

Reggie Jackson is an exceptional baseball game that is much better than Great Baseball. If you want a Baseball game this one will do fine. It would be neat, however, if someone would take a sports theme and jazz it up a bit. How about Blood and Guts baseball?

Galaxy Force was nothing special in the arcade and it hasn't been improved much here. The game does have some fantastic graphics, but doesn't take advantage of the four meg powering it. Instead of an intergalactic conflict, you're treated to another shoot-em-up - this time with pretty graphics.

For a 1 meg game, Alex Kidd is unbelievably complex. Not as much action as the first and no where near as simple as the second. The game consists of a large number of games within the game - a feature I especially like. This one is very hard - but the Pass Key and time limit helps out.

Definitely Sega's best attempt at a baseball game that is completely favorably with Nintendo's Baseball. Simulates all aspects of the game, including relief pitchers, stealing, etc. RJ has a nice close-up of the important batter/pitcher confrontation. World's ahead of their first baseball game.

This is After Burner in a spaceship with graphically detailed action sequences set in outer space. However, with only four different landscapes in a four-meg cart, Galaxy Force just doesn't have enough. Its outstanding in many ways, but with more screens and variety it could be superb.

This one seems like a fun game, and it probably is if you're in the 5-12 year-old group. The graphics are good and like the Alex Kidd theme, but for a quest game it is very easy. This one will hold your interest for a few minutes unless you're very young.

A decent baseball game with some nice features that are not always useful (like having the ability to have the outfielders jump). Lots of good looks, but not overly exciting to play.

Above average graphics help this pretty straightforward shooter. Things get kind of choppy in some areas, however. Not a lot of variety - if you get through one round you've basically gotten through them all.

As a quest Alex Kidd has its good points, like requiring one step to be completed before the next can be attempted. The quests within the main quest are good and the Pass Key is extremely useful, especially when you're high into the game. The graphics are only average - good for a kiddie quest.

Cool baseball game. Graphics and animation of pitcher and batter look extremely realistic. Overhead of stadium is nicely done as well, especially when the ball is hit high and you can see the depth. The sounds are also good, with a nice aluminum bell hitting the ball whenever contact is made.

Activision's After Burner with better graphics but not as many levels. The backgrounds, especially over the fire world and when fighting the last Boss, are extremely cool. If it had more rounds it would have been better, but as it is now Galaxy Force is pretty good for a shooter.

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Mappy-Land.™ Finally, a game that's tough enough to challenge the Nintendo expert, while still being fun for children of all ages. Mappy, the policeman, takes you on four increasingly difficult adventures through eight lands, each with secret entrances, exits, and complex sub-areas. In your various adventures, you'll be armed with an unusual arsenal of weapons. Toys, pots, fish, pulleys, punching bags, fireworks, horizontal bars, sticks, even bowling balls. And just when you think you've got it down,

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Acclaim's

Double Dragon II: THE REVENGE

Double Dragon, the runaway award-winner of 1988, is getting ready to strike again in both the arcades and at home! Courtesy of the folks at Romstar (through a special arrangement with American Technos), Double Dragon II: The Revenge is on the coin-op horizon and it is a blast!

In this super arcade follow-up, Double Dragon II continues the adventures of Billy and Jimmy Lee, out to clean up the city and eliminate an evil alliance of criminals who have taken over the cities as well as the beautiful Marion. Needless to say, you are mad and out for blood!

Although the game play may be similar to the original in many ways, it expands upon the first game's appeal with a whole new cast of manic street thugs as well as some additional punching and kicking techniques (like a reverse kick, for instance). These new features, combined with a whole new world of spectacular scrolling graphics, giant animated characters, and sound effects make Double Dragon II: The Revenge play like an entirely new game in many respects.

In addition to boasting game play and graphics that are even better than the first Double Dragon game, Double Dragon II: The Revenge offers the same simultaneous two-player action that lets you and a friend take on the mean streets together! Not only does this make The Revenge look, and feel more like a brand new game, it also helps out the odds when a gang of hoods has you surrounded!

One of Double Dragon II: The Revenge's most stunning features are the incredible background and foreground graphics which serve as the setting for each of your kick-em-up encounters! The playfield scrolls smoothly by as you take on each new set of attackers. The enemy characters themselves are also rendered with exceptional detail and clarity, with a different personality and mode of attack evident with each new member of the gang's varied cast of killers! Without a doubt, these are some of the best graphics ever seen in an arcade action title!

If a good street fight is what you're looking for, then Double Dragon II: The Revenge will more than likely fill any needs you may have. The entire game is very impressive — when you see the bad guys flying through the air with knives in their hands you can begin to appreciate the extra work that went into making this game as perfect as it could be. The Revenge is more difficult than the original Double Dragon, but by the same token, it's a lot more fun!

While American Technos has announced that the home version of Double Dragon II: The Revenge will

Double Dragon II: The Revenge has plenty of new features like spectacular scrolling graphics, and giant animated game characters throughout!!!

be going to Acclaim and not Tradewest, advance copies of the home version appear to be equally outstanding, capturing most of the elements of the arcade counterpart! Although it's not expected to be seen for play on the Nintendo Entertainment System until the end of the year, you can bet that this great new game will get plenty of attention when it's released!

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Team USA is on its way to a Cinderella success story in the Super Dodge Ball World Cup Championships. From out of nowhere, this scrappy bunch of rookies is advancing to the final round of competition. But, seven powerful teams still stand between Team USA and their ultimate challenge, the long-awaited grand match with the undefeated, defending

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Watch for details on the Super Dodge Ball World Cup. It's coming soon to a city near you. Co-sponsored by CSG Images/ft inc and Sony Corporation of America.

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SNK's

P.O.W.

The runaway arcade hit of 1988 is coming home for play on the NES very soon, courtesy of SNK. While the two player simultaneous feature is unfortunately missing, P.O.W. still stands as one of the best looking and best playing Nintendo games on the horizon.

Similar in approach to Double Dragon and other fighting games,

P.O.W. is set in the jungles of some far-away jungle land. Fantastic graphics, with amazing detail and animation, serve as the backdrop to the main combat action.

The home version of P.O.W. expands upon the coin-op with additional rooms that contain secret weapons and bonus power-ups. Great game!



Double Dragon style fighting action meets military combat in SNK's latest warfare epic, P.O.W. - Prisoner of War!

American Sammy's

THUNDERCADE

Hot on the heels of their first NES release, Amagon, American Sammy is back again with an arcade shooter adapted from the coin-op original.

Thundercade is similar to many other scrolling shoot-em-ups, only this time you're not in a plane or space ship. You command a motorcycle packed with firepower on a secret mission to stop

an enemy aggressor.

Thundercade is loaded with special incentives, secret power-ups, and lots of intense slam-bam-boom-bang fighting action. Thundercade continuously throws something new at you with every twist and turn of the road. This one definitely puts American Sammy on the road to NES prominence.



Lay waste to the enemy as you ride to reveal secret power-ups and 1UP bonus lives!

CSG Imagesoft's

SUPER DODGE BALL

Developed by the brains behind Double Dragon, Super Dodge Ball brings all of the fun and strategy of the backyard game up to the professional level in a challenging contest of skill against some of the nastiest video athletes around.

Based on the little seen arcade sleeper of the same name, Super Dodge Ball is divided into several

matches that place the U.S. team (which you represent) against pro teams from around the world. You work your way up through the rankings, using a variety of special moves and powerthrows, to take on the ultimate opponent - the Russians! Super Dodge Ball is filled with great graphics and plenty of challenge.



The Statue of Liberty serves as the backdrop for the Super Dodge Ball championships!

many other joysticks currently on the market, with a base measuring roughly 8" X 6", with a sleek, sloped design and suction cup feet for optimum stability. The joystick graces the left portion of

NES ADVANTAGE \oplus (Nintendo)

True to its name, this joystick offers playing advantages plus a host of other benefits that together made it unlike anything ever seen before when it was released; both in and out of the arcades!

This attractive unit boasts the same grey/black/red color tones found on the NES master unit. Measuring roughly 9" x 7" x 2", the NES Advantage is the first to claim honors for eight direction "arcade-style" motions. The joystick extends approximately three inches from the base, favoring the left portion of the joystick. The metal stem is topped with a clear plastic ball just like the joystick found on most of your coin-op favorites.

Connecting the NES Advantage to the main system is a 6' cord that fits snugly at the end to accommodate the standard joystick ports. This thoughtful design makes it easier for two people to play, allowing for easy switching between plays to enable the fun of playing with the NES Advantage without having to purchase a second joystick (unless, of course, you want to play simultaneous game titles like Super Bros. or Ikari Warriors).

The "A" and "B" buttons are located to the right of the joystick, with the "A" button equally vibrant red and the "B" button slightly raised from the "A" button. Both are oversized and are oversized. Directly above the "A" button is a "Turbo" knob which allows you to play with depressed "A" buttons for rapid fire and "B" buttons for rapid fire.

A 1-2 button is located to the left of the joystick, with a "Select" switch. Select buttons are also included on the joystick, allowing you to play with the joystick. The joystick is built to last, with the 1-2 button and "Select" switch exchangeable.

ULTIMATE SUPERSTICK (Beeshu)

Here comes the best of high-control joystick... do Entertainment Master System... the greatest meshed... bring... front...



INTERRUPT THIS MAGAZINE TO BRING YOU THIS IMPORTANT ANNOUNCEMENT:

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MANIA CHALLENGE, RENEGADE, DOUBLE DRAGON,
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A NEW BREED OF JOYSTICK THAT DOES IT ALL - BEESHU'S GIZMO!

Beeshu, the New Jersey manufacturer of high action joysticks, has long been known as a leading producer of quality peripherals for every game system on the market. Now the folks at Beeshu have their sights set on a remarkable new joystick that's sure to leave the competition in the dust!

Called the GIZMO, this remarkable new stick is packed with all the firepower you need to take on the deadliest of video game adversaries. Not only does the Gizmo have the quality design and craftsmanship that have become Beeshu trademarks, it also allows gamers, for the first time ever, to enjoy games in complete privacy - thanks to a pair of earphones that plug into the stick itself!

The Gizmo uses the same leaf-switch assembly that Beeshu popularized with their discontinued Jammer joystick. This gives the Gizmo a very smooth feel that is practically identical to what you would find in an arcade!

In addition to superior control, the Gizmo also offers a multitude of additional options. These unique features include dual Dial-A-Speed select knobs for rapid fire action, Slow Motion to put the enemy in its place, and a one or two player switch that allows two people to share the same stick!

But the Gizmo doesn't stop there! Add to the list of enhancements two sets of buttons for both left and right-handed players, and special buttons that disable specific buttons so that you don't accidentally hit a button on

the opposite side of this oversized unit. And to top it all off, the Gizmo has a volume control that lets you adjust the sound of your games while playing with headphones on! Without a doubt, the Gizmo's got it all!

Besides all of these incredible embellishments over the conventional joystick, the Beeshu Gizmo also passes the test by which all joysticks are compared - it improves your game play and your scores!

So if you want a stick that has it all and does it all, you don't need to look any further, the Beeshu Gizmo is for you!



Beeshu's gone absolutely Gizmonic with their latest joystick invention. Called the Gizmo, it has great control and is the first Nintendo stick to use headphones!

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Start in the city streets and continue through bases, woodlands and the fortress before reaching the heavily guarded nuclear power plant.

With a hit-miss ratio display at the end of each stage, you can improve your attack efficiency.

Have a friend join in and save the world together!

Get in the challenge!!!



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A DOMINATING FORCE IS COMING...

Nexoft may be a new name to you, but in the months to come we can guarantee that you'll be hearing more and more from this exciting new company.

Like many of Nintendo's third-party licensees, Nexoft has its roots planted firmly in Japan where its parent company, ASCII Corporation, is involved in many different areas that include publishing, software development, and peripherals. Believe it or not, the Nintendo "Advantage" joystick is manufactured for Nintendo by ASCII! While ASCII is involved in many different

things, video games and video game related items continue to be their strongest products.

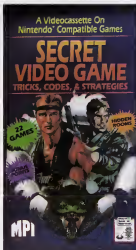
Now that ASCII has secured a Nintendo license, they will begin distributing several of their biggest Nintendo hits under the Nexoft label. Nexoft also has big plans to begin distributing a new line of joysticks and peripherals under the "Dominator Series" title. One of the company's first endeavors will be a wireless joystick (similar to the Camerica Freedom Stick and Beesha Remote Ultimate) that will also let you

plug in your other Nintendo peripherals and enjoy the freedom of remote control play! That means you can hook your NES Advantage, Beesha Ultimate, or other joystick into the same adapter and go at it from anywhere in the room! Recognizing Nexoft's leadership in the competitive peripheral market, you can bet that the Dominator series will be state-of-the-art and definitely improve your scores!

Nexoft also has several other surprises waiting in their goodie basket, in addition to the joysticks and video games they will soon have for available for your Nintendo Entertainment System. Watch for this company to make a big move very soon.

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SEEING IS BELIEVING!

Up until now, if you wanted the hottest video game secrets, you had to pick up the latest copy of Electronic Gaming Monthly. But now, thanks to MPI Home Video, you can get the complete scoop on over two dozen top secret tips with their new video cassette tape, "Secret Video Game Tricks, Codes, and Strategies."

This one hour instructional video has everything you need to know to blast past hot games like Simon's Quest, Life Force, Contra, Double Dragon, Metal Gear and more! This fast-paced program shows you how to perform hidden power-ups, level secrets, and continues, as well as locations of hidden rooms and ways to pump up your score like never before! You'll be playing like a seasoned pro in no time thanks to the info on Volume One

of the "Secrets" tape. Want to know how to warp to higher levels of play? Or what about the hottest codes that start you with everything you need to win? Secret Video Game Tricks, Codes, and Strategies is packed with all this and more!

The game secrets come straight from the U.S. National Video Game Team, the only group of recognized video game champions in the world! These superstars strut their stuff and actually demonstrate each trick. Team Captain Donn Nauert along with team members Jim Allee and Shane Ollivo, walk you through each tip and show you had to send your scores out of this world!

To order call toll-free:
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A SUPER CONTEST...

Video game contests never seem to be frequent enough for those who can really rip up the games. Now, thanks to the folks at CSG Imagesoft, hot shot players across the U.S. will be able to show off for fame and prizes in their Super Dodge Ball World Cup competition!

Super Dodge Ball, based on the arcade cult classic, puts you in control of the meanest bunch of athletes ever seen in a video game. You must use your skills at avoiding and throwing a ball at opposing teams from around the world. Master the various techniques and throws and you could find yourself bat-

ting those ruthless Russians and their number one ranked team of Super Dodge Ball superstars!

If you're lucky, you could also find yourself competing with other Super Dodge Ball enthusiasts around the country for the title of Super Dodge Ball World Cup Champion of 1989!

The regional contests will be held in Boston, New York, Chicago, Los Angeles, and Seattle, with the winner from each region meeting in Seattle on October 27th and 28th for the World Cup Finals!

Special gifts in the form of an assortment of products from the "My First Sony" series will be awarded to winners.

CSG Imagesoft
9200 Sunset Boulevard, Suite 820
Los Angeles, CA 90089



NINTENDO'S FOUR-PLAYER COMBO

The Nintendo Entertainment System is a great machine that can duplicate the fun and excitement of the arcades in many ways. One of the shortcomings of the system, however, is the limited number of players that it can accommodate at any one time. While there are several games that take advantage of two player, simultaneous options, many of the most popular arcade titles (like Gauntlet for instance) allow up to four people to compete at the same time.

It now appears that Nintendo may have the answer to this dilemma in the form of a new four-player adapter that lets you plug four pads, joysticks, or other peripherals into one unit. This special add-on makes it possible to enjoy games

with up to three other friends - all playing at the same time!

Nintendo and certain third-party licensees are now developing games that will take advantage of this new peripheral's extraordinary capabilities.

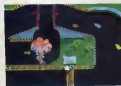
While an exact retail price and date of availability were unknown at press time, we should know more about this incredible expansion unit in the months to come. It is known that the plug-in will be given a special preview during the upcoming CES show in Chicago.

Nintendo of America
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GAUNTLET

SUPER
SPRINT



Very soon Nintendo will make it possible to play games with up to four player simultaneous involvement. Just think...no more two player versions of coin-op classics like Gauntlet and Super Sprint!

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gaming gossip

P.C. Engine and Mega Drive get American names...Namco and Atari developing 16-Bit game machine...Double Dragon 2 going to Acclaim...Epyx and Nintendo set to go head to head...Dragon Warrior is coming for Christmas

...Hey boys and girls, Quartermann here with latest gossip from the video game grapevine! In this issue you'll find exclusive info from the wonderful world of Electronic Gaming, including juicy stuff that most of the industry doesn't even know about yet! I can't wait to see what the other mags have to say...

...Both NEC and Sega have announced spiffy new names for their next generation game machines. NEC has come up with the very descriptive TURBOGRAFX 16 while Sega has come up with the colorful title of Genesis. Well, the lines are being drawn, we'll have to wait and see which system takes command of the 16-Bit market...Don't look for Tradewest to be distributing Double Dragon 2: The Revenge. American Technos, the developers of the original coin-op version have apparently inked a deal with Acclaim Entertainment to produce Double Dragon 2 and will not renew Tradewest's license of the original when it expires at the end of the year. This arrangement appears final with a prototype of number two expected to be unveiled at the upcoming CES...

...Nintendo won't confirm or deny, but yours truly has it from a very good source at Nintendo that the Japanese mega-bit, Dragon Quest, will be Nintendo's big release this Christmas. This fantastic RPG title has spawned three sequels in Japan, and people are so enthralled by the game that over 300 kids were arrested for truancy waiting for the latest chapter to be released at stores instead of being at school! Don't know how different the U.S. version will be from the Japanese blockbuster, but I have seen a prototype and it looks cool...

...Games, games, games! Tons of super stuff is making its way from Japan and we have it all! American Sammy, who made their intro with the very average Amagon, have secured Thundercade and possibly Twin Cobra, two excellent coin-op titles originally released by Romstar...Romstar, meanwhile, has gotten the Nintendo rights to Twin Eagle, an arcade shooter, from Taito...Taito may be releasing the cult coin-op classic, Halley's Comet later in the year...Other unannounced releases that have debuted in Japan include Rolling Thunder, Garfield, Holy Diver, Gradius 2, Dragon Spirit, Super Pitfall 2 and more...

...Tengen and Nintendo are at it again! After suing each other for the right to make independent carts that work on the Nintendo Entertainment System, Nintendo has gone directly to Russia in an effort to snatch away the rights to produce the award-winning computer title Tetris for the NES. Tengen seems unfazed, however, and plans to start shipping the exceptional puzzle game (Game of the Month in the May issue) in late May. What's to come of this Tengen - Nintendo rivalry? Lots of happy lawyers!...

...In other news: GameBoy, Nintendo's portable game machine that can be best described as a portable arcade, is attracting a lot of attention from major third-party licensees. No wonder, Nintendo plans to sell 5,000,000 of the LCD cartridge game systems...In a somewhat related story, Epyx appears to have bet the bank on their color portable game system, which is over-priced and has no title strength. Sorry guys, I don't care what you've got in your bag, GameBoy has you whipped!...Underwater movies are the rage! Deep Star Six and Leviathan both stunk of rotten fish, but I still have my money on the Abyss due out later in the year...

...Nix on Howard Phillips! The how-tie boy blew it in his recent Newsweek interview when he said that Konami's fantastic Super Mario-ish Bahyland game was not good enough for the American market. It's one of the best games I've ever played for the Famicom (the Japanese Nintendo) and is loaded with hidden bonus items, risk incentives, and other goodies. He could only hope to have a game that good...Here's a hot rumor: Look for Total Recall, the upcoming Arnie Schwarzenegger action movie, to be turned into a video game by someone for play on the Nintendo - possibly even Nintendo themselves...Happy trails to Atari's Mike Katz. This veteran of the video game wars has done tours of duty with practically every major game company that ever opened two doors including Epyx, Coleco, and Atari. He's left Atari to travel the world, see exciting ports of call, and take some time to relax. Best of luck guy...That'll do it for this chapter. Tune in next issue for more of the hottest scoops...

• QUARTERMANN



PAPERBOY

Category: Arcade/Action
Recommended Age Group: 8 and up

Delivered straight from the arcade and into your home comes Paperboy, the classic coin-op smash! You're a brave paperboy in a neighborhood filled with trouble. Deliver each day's paper to the doorstep (or the mailbox) of subscribers while smashing the windows and laws of non-subscribers. Miss a house and you lose a subscriber - but make a perfect delivery and you'll find another reader waiting for the next day's paper.

Players: One or two players alternating

Rounds of Play: Seven (Monday through Sunday)

Playing Tips: Watch where you're going! Try to stay on the sidewalk, but if an obstacle or character happens to wander in front of your bike, don't hesitate to head for the street or on the lawn of one of the homes. Also, keep track of how many papers you have remaining. If you have a lot in reserve, and you see another stack approaching, let all of your papers go into one of the non-subscriber's houses for some extra points! Watch out when you're crossing the street or you may end up as a hood ornament! When you get to the final bonus screen at the end of every day, try to hit as many of the targets as you can - you will have an unlimited number of papers so you can!

MARBLE MADNESS

Category: Arcade/Action
Recommended Age Group: 8 and up

It drove you bonkers in the arcade. Now this mind-boggling marble marathon is ready for your Nintendo, courtesy of Milton Bradley. The challenge is to roll your marble to the hidden Goal Line on six treacherous 3-D raceways. Every corner's a cliffhanger. And every second counts!

Each raceway is a unique maze of tricky terrain and marble menaces. Can you stay in control as you hunt for the goal? You'll level up, down and around narrow ramps and ridges. Sneak past hungry Marble Munchers. Battle nasty Stalkers for the right of way. It's enough to make you lose your marbles!

Players: One or two players simultaneously

Rounds of Play: Six

Playing Tips: When you first start playing Marble Madness, learn how to control your marble around the boards. Once you've mastered the beginning techniques, memorize the different 3-D landscapes. They'll always be the same and each one holds a number of different paths to the Goal Line. Maintaining control of your character, however, is the most important part of the game.

Cheat Mode: To obtain extra time, play the two-player version and have a friend always finish second. You'll win the bonus time for a first place finish!

John Elway's QUARTERBACK

Category: Arcade/Sports
Recommended Age Group: 10 and up

John Elway's QUARTERBACK is the home video game that plays just like the version in the arcades. Get ready for football action so real that you can see the game like a quarterback does, from the line of scrimmage! You call the plays, you throw the passes, run the ball, and make the tackles! Everything that you could want in a video football game is here in a fast-action football simulation loaded with options.

Players: One or two players simultaneously

Rounds of Play: Undefined - Four quarters of play

Playing Tips: The key to winning a Quarterback is to guess your opponent's plays and react accordingly. Otherwise you'll notice that the computer uses a passing game, while on offense you can burn up the yardage with a combination of passes and runs.

Secret Techniques: When selecting your plays, move the cursor to the "Normal/Reverse" box and wait for the play to start. When play begins, immediately pass the ball and your men will move at lightning speed, out-running everyone else on the field!

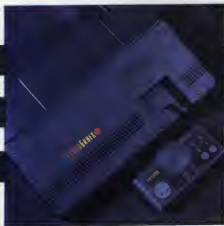
Special Features: Although Quarterback can be played solo against the computer, it is designed to be played by two players head-to-head.

ENTER AND WIN!

The Incredible TURBOGRAFX 16

From NEC

NEC's new state-of-the-art super game system will be here soon, but thanks to your pals at Electronic Gaming, you can be one of the first to play this revolutionary new machine - absolutely FREE! Simply fill out the contest reply card and send it to us. One lucky gamer will win a Turbogراف 16 and games! Enter today!



Also Win A Library of Great Turbogراف 16 Games:



The Legendary Axe



Victory Run



R-Type



USE THE ENTRY CARD IN THIS ISSUE!

Ruler: All entries must be received by August 31, 1989. Sendal Publications Inc. or the staff of EGM assume no responsibility for postal service mistakes or other events which could delay or prevent your submission from reaching our offices. An address of the EGM staff may participate in the contest. Limit one entry per person please. The selection of the games as well as the delivery of the Turbogراف 16 system depend on NEC's production schedules. Void where prohibited by law. Now stop dreaming your eyes are closed!



AT THE ARCADES

Atari Games'

TETRIS

From Russia With Love...

Drastivnye, droogies!! Uh, that's "Hello friends!", in Russian of course! O.K., so you could care less about the language lesson, but I think you will be interested in Tetris, the block-buster puzzler from the Soviet Union that is infiltrating your local arcade now!

Based on the award-winning computer game, which itself has become an award-winning Nintendo game courtesy of Tengen, Tetris combines elements from both strategy and fast-action reflex titles. The object of the game is to manipulate various shaped bricks to form solid horizontal lines while not allowing the bricks to stack to the top of a rectangular playing area. A brick, which is composed of four square pieces, will fall from the top to the bottom of the area or until it hits another brick below it, after which another

block will begin to fall from the top. You can rotate each brick, move it to the left or right, and increase its descent toward its final destination. When one or more lines are formed by the various pieces of several bricks, they are eliminated from the area and allow the bricks resting on top to drop lower into the area, creating more space and time to manipulate the next piece. Double points are awarded for filling two lines at once, triple for three lines, and a special bonus for a

TETRIS, four lines at once. After a given number of lines have been filled, the round is completed and bonus points are awarded for any blank lines in the area before the next round begins.

The game features three levels of play and a two player challenge game. In a two player game, the screen is divided vertically. Each player plays the same game on each side of the screen and an arrow indicates which player is ahead in the round. The player that completes the round first receives bonus points.

Atari has also included all the "bells and whistles" (or are those "bells and missiles?") for even more fun. The demo mode displays the top player's initials in bricks at the bottom of the play area (similar to Crystal Castles) and

Continued on page 78



It takes more than guts to command Airwolf.

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You can team up with another player against the computer. Or play one-on-one or two-on-two, against the computer or another player. And you've got all the

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First came the Atari 2600, Mettel Intellivision, and Colecovision. Now we have the Nintendo Entertainment System, Sege Master System, and Atari 7800. What we've come to expect from home video gaming, however, is about to change forever when mega-powers, Nintendo and Sege, as well as some new names, load their guns to deliver the ultimate 16-Bit and Portable game systems. Now, EGM brings you the complete story . . .

By Steve Harris

The war is about to begin!

After successfully invading Japan, we are about to witness the first wave of next generation gaming on these shores. Manufacturers are promising enhancements over the current field of systems (NES, SMS, 7800), with graphics, sounds, and play that is nothing less than incredible. But even before the American game playing public has had a chance to examine the potential of a new machine, there is already a flood of 16-Bit and portable units on the way and headed for store shelves this September!

The lines have been drawn and the heavy artillery is about to be revealed to the game playing public. Three gaming superpowers - NEC, Sega, and Nintendo - are flexing their muscles with a variety of products that have to be seen to be believed!

Both NEC and Sega are poised to enter a heated battle for control of the 16-Bit system sweepstakes! Both companies are well-equipped with machines that have plenty of firepower and great games to match.

Sega is showing the 16-Bit Genesis, an American version of their recently released Japanese system, the Mega Drive. The unit uses cartridges and currently has a limited library of games. NEC, on the other hand, is set to introduce a retrofitted version of the wildly successful Japanese P.C. Engine. While their Turbografx 16, as it's being called in the U.S., is not a true 16-Bit, it does offer the same types of mesmerizing graphics that are the most obvious trademark of any 16-Bit system. Since Turbografx 16 is virtually identical to the P.C. Engine, more than 50 games are potentially available for the machine.

NEC and Sega are also unveiling next generation peripherals simultaneously with the debut of their new systems. NEC has an innovative CD-ROM unit that plays expanded games that are packed with incredible detail! The unit can also play conventional CD's and add video images to your favorite music! Sega, meanwhile, is launching a modem interface, rumored to be called "Tele-Genesis", that will enable you to play games, like their Baseball title, with friends over the phone lines!

Nintendo, not to be counted out, is also developing an advanced 16-Bit game system for the Japanese market called the Super Famicom. This upgraded NES has been called, by those who have seen it, the most incredible game system ever developed! Even though it probably won't make an appearance in the U.S. for some time since the NES is doing so well.

Instead of 16-Bit game machines, Nintendo is

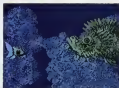
going after an entirely different, but equally exciting technology: portable cartridge-based hand-helds. Their state-of-the-art unit, GameBoy, uses small cartridges and a 2" dot matrix



The simulator chair for the Konix Slipstream systems offers increased game interaction



Tennis is another new GameBoy game that uses the two-player interface



Set to go head-to-head with the Sega Genesis this September, NEC's Turbografx 16 has a wider variety of games, but fewer recognizable titles

screen that can produce some dazzling images despite its size! With plenty of software support guaranteed from a legion of third-party licensees, the future of GameBoy is, without a doubt, very solid.

Epyx will set out to give Nintendo's GameBoy a run for the money, however, with their color portable cartridge system. Reportedly a very impressive self-contained unit, the machine's 3" color monitor and dazzling graphics are tainted by a lack of software support and a heavy price tag (\$160). Definitely a good system that's loaded with features, but in a different league from GameBoy.

With the lines drawn and the battle about to begin, still more participants are eagerly awaiting to enter the war. Konix has shown their 16-Bit Slipstream to lukewarm response. The system is shown with a special simulator chair which is just too slow. Namco has a machine comparable to the Super Famicom almost completed, but is unsure about which way to market it with so many other game machines already in the marketplace. Then there's NEC's 16-Bit P.C. Engine-2, which is also expected to blast into Japan sometime next year, promising even better graphics and sound than their original P.C. Engine.

No matter which way you look at it, the evolving of video game technology means two things for certain: A lot more fun for you and me and a bigger and better Electronic Gaming covering it all!



One great quarterback



It's third down and a long four to the first down that will stop the clock. No time-outs left. The weak side linebacker is lined up inside his defensive end. They're coming!

You check-off the play at the line of scrimmage and call for a quick pass to the tight end. He breaks it for a T.D.!

It's not the Super Bowl, it's the super new video football game for Nintendo Entertainment Systems, John Elway's QUARTERBACK.™ So real you see the game like a quarterback does, from the line of scrimmage. You call the plays, you beat the blitz, you make it happen.

deserves another.

Named for the quarterback who twice won the AFC Player of the Year Award, this is the game cartridge made for every kid or grownup kid who ever wanted to play the game as well as John Elway.

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Look for John Elway's QUARTERBACK™ wherever you find Tradewest's other block-buster hit, Double Dragon.™



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16 - BIT SYSTEM PREVIEW



NEC's TURBOGRAFX 16

The American version of the Japanese P.C. Engine, NEC's Turbografx 16, has all of the good looks of the rival 16-Bits and great game play as well! Combined with a library of games larger than any other next generation system, Turbografx is ready take command of the 16-Bit wars!

The secrecy is over! The first magazine to report on the advanced P.C. Engine game machine from Japan is now here to let you in on the future of this system in the U.S.! No longer to be known as the P.C. Engine, NEC is getting ready to blast their advanced game machine, the Turbografx 16, into the hands of game players everywhere this September. Boasting all of the fantastic graphics and sound capabilities of its Japanese cousin, the Turbografx is poised to take an early lead in the 16-Bit system wars!

The brain behind this amazing system is identical to that of the NES. But the wizards at NEC have enhanced the normal 6502 processor with an inde-

pendant picture processing unit that lets the system produce truly dazzling background and character images.

In addition to producing games in-house, NEC is also aggressively seeking third-party support for their system. Many companies have pledged to develop for the unit which means that, in addition to the titles NEC will be showing with the unit (The Legendary Axe, Keith Courage in Alpha Zones, Vigilante, etc.), many more games will be just over the horizon. NEC can also take advantage of a growing library of games for the P.C. Engine (now totaling more than fifty) that are potentially available for the Turbografx. Hot arcade properties like R-Type, Dragon

Spirit, Galaga '88, Twin Cobra, The Ninja Warriors, and Side Arms as well as outstanding original efforts like Honey in the Sky, Victory Run, Son Son 2, and Deep Blue. TurboGrafx will also have a multitude of sports games like Power League baseball and Winning Shot golf that also share the same high level of playability and spectacular graphics and sounds.

Besides a great game titled Keith Courage in Alpha Zones (see game preview for more info), the TurboGrafx 16 will also come packed with one Turbopad controller that is very similar to the Nintendo Flat pad that comes with the NES. The Turbopads, however, come equipped with rapid-fire capabilities built right in! If you want the feel of a joystick, both NEC and third-party licensees like Beesha will have replacement controllers that are sure to up your score!

Expandability will also be another of the TurboGrafx strong points, with a CD-ROM player due to be released very closely after the initial appearance of the main system. Besides playing games on Compact Discs (which are equal to over 2,000 of the regular cards), the unit can also play regular CDs and has an on-screen control panel that lets you program your own music! The CD-ROM player, as well as other attachments like an AV Booster for stereo sound and a multi-player joystick interface that offers play for up to five people at the same time, plug into the back of the unit where an expansion port is located.

Since many of TurboGrafx 16's initial games are not highly recognizable arcade names, the system will have to sell itself more on great games than on great titles. With a diverse selection of truly magnificent games already programmed for the P.C. Engine, the TurboGrafx unit appears to be in a better position that the competition to offer a wider variety of games.

NEC's plan of attack is simple: offer a multitude of outstanding games on one of the most advanced gaming systems ever released. While they don't have a Shinobi or Space Harrier in their bag, they do have the best selection of games and the best playing games of all the next generation systems previewed. While NEC may not beat the Nintendo Entertainment System in the video game wars, the TurboGrafx 16 is well positioned to win the 16-Bit battle.

TURBOGRAFX 16 PERIPHERALS

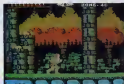


This computer add-on for the P.C. Engine could possibly be made available for the TurboGrafx 16 - making your game machine a full-fledged computer!



The multi-player bus allows you to plug up to five controllers into the TurboGrafx! Five people can now play games simultaneously!

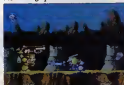
INITIAL TURBOGRAFX 16 GAMES INCLUDE...



THE LEGENDARY AXE - A definite 10! One of the best video games we've ever played! Great play compliments the incredible graphics!



VICTORY RUN - A new breed of racing game! Victory Run challenges you to a road rally through Europe. First person graphics enhance this addicting game.



KEITH COURAGE IN ALPHA ZONES (comes with TurboGrafx 16 system) - Guide Keith Courage in a battle against underworld creatures! Multi-levels, power-ups, nasty Bosses, and more!



VIGILANTE - The arcade mega-hit comes to the TurboGrafx 16! This version surpasses any other (including Sega's), and comes with lots of street fighting action. Incredible graphics and game play!

THE TURBO-CHIP CARD

The TurboGrafx 16 uses powerful cards, similar in appearance to those used in the Sega Master System, to store game info. The Turbochip cards hold up to 6 meg of program power! These tough cards are about the same size as a credit card and come in a nifty CD case for easy storage!





Sega's **GENESIS**

Sega's Mega Drive, the first true 16-Bit game system to be released in Japan, is set to become the first high-powered machine to premiere in the U.S. as well. With a handful of strong titles that include Space Harrier 2 and Super Thunderblade, Sega has the goods, but do they have enough to support it?

Sega has long been seen as a company that had a superior piece of hardware (the 8-Bit Master System) that unfortunately wasn't supported properly by the company or third-party interests. While that has changed somewhat since Tonka took control of the unit, you can't help but wonder if Sega will commit the same mistakes again now that they've officially announced that they are producing and marketing the American version of the Japanese Mega Drive, now called the Genesis system.

Genesis is a marvel of advanced gaming technology. It has the ability to do an enormous number of tasks simultaneously and can generate up to 512

colors on screen resolution of 320 x 224 (identical to the NEC TurboGrafx 16).

The Genesis system is sleek in its look and design. On the lower-left portion of the unit there is a special earphone jack, with a volume control for private stereo sound control. Next to the volume control, the main power switch as well as the reset button can be found.

The surface of Genesis is embellished even further with a disc-shaped cartridge port that extends slightly above the surface of the machine. The cartridge slot is located in the middle of the disc and uses carts that are similar in shape to the games that are used with the Master System, although they are not compatible.

Game Control

The Genesis system comes with an advanced three button joystick that offers exceptional control. The controller is larger than any previous type of gaming pad, and has a crescent design that makes it fit comfortably in both hands (the thumb of the left hand controls the pad, while the thumb on the right hand presses the 'A', 'B', and 'C' buttons).

Tele-Genesis

One of the Genesis machine's most interesting features is the Tele-Genesis peripheral. This state-of-the-art add-on will enable you to play specially developed games simultaneously with friends down the street, across town, or even in another state! You'll see the action at the same time they will and vice-versa.

While the idea of modem games is nothing new (computer enthusiasts have been using them for years), it is a definite advancement in video game technology. The real uses are questionable, however, since the type of games that will really benefit from the Tele-Genesis system will probably not be the high-action arcade-oriented titles. If the unit enables you to play *Altered Beast* with another friend across the phone lines, however, then the concept becomes a bit more viable.

Software Support

Although the Genesis is technically the most advanced game machine set to appear any time soon, it faces stiff competition from the TurboGrafx 16, which is set to be released in September, around the same time as Sega's 16-Bit. Sega does have an advantage in recognizable arcade titles (such as *Space Harrier 2*, *Super Thunder Blade*, and *Altered Beast*), but these initial attempts do not take full advantage of what the machine can do. Even though they look nice, they're really nothing new, and Sega only has a handful of other games available for the unit (compared to the dozens of potential TurboGrafx games that are currently available on the P.C. Engine). At this stage, Genesis has great titles, but TurboGrafx has great games. It's up to the Genesis game developers to create competitive games, if the machine is to have a future.

8 BIT VS. 16-BIT...A DIFFERENCE YOU CAN SEE



Altered Beast will be one of the first games available for the 16-Bit Genesis system. It has all of the features found in the arcade version, including five levels of



play and exceptional graphics and sounds. The 8-Bit version for the SMS is an equally outstanding game, but the differences between the games is obvious.

THE GENESIS GAMES - ONLY GOOD LOOKS?

The first Genesis games are spectacular in appearance, but fall flat in some important areas of game play. The system does promise plenty of



great games in the future, however, with over a dozen licenses (like Taito and Namco) already announcing development for the unit in Japan. This



Alex Kidd - Good ol' Alex is back for more fun than ever! Find your way through all new lands of surprise in this 16-Bit improvement on *Miracle World*.



means that Genesis will have a constant stream of original as well as arcade hits!



Super Thunderblade - A close version of the arcade hit that's loaded with great first-person graphics, scrolling overhead attacks, and huge Boss weapons. A bit difficult to control with some rough edges showing up in the first-person animation.



TELE-GENESIS

Tele-Genesis brings modem control into the world of video gaming! Connect the adapter to the unit and plug into your phone lines. Other attachments that may appear include a full-fledged computer, CD-ROM (like that employed by TurboGrafx 16), and an art tablet. These could appear as early as next year.

16 - BIT SYSTEM PREVIEW



THE AMAZING

SUPER NINTENDO

Touted by many as the most spectacular game system ever designed, Nintendo's 16-Bit Super Famicom is loaded with great looks and sounds as well as plenty of muscle. Get the first word on this system of tomorrow and the fantastic games (like Super Mario 4 and Zeida 3) it plays...

Nintendo has done an excellent job of revitalizing the video game industry with their NES. Good graphics, combined with superior game play and hot arcade titles, helped make the Nintendo machine the system of choice in the post-Atari age of electronic gaming.

Even the Nintendo Entertainment System, however, is starting to show some signs of age. In the face of competition from recent 16-Bit entries like the NEC TurboGrafx 16 and Sega Genesis systems, the NES can no longer be called state-of-the-art.

Not to remain content with complete control over the 8-Bit game system market, Nintendo is now ready to take

on all comers with their fantastic 16-Bit Super Famicom.

Set for release in Japan this July (with a U.S. release date expected to be in early 1990), the Super Famicom is on the cutting edge of video game technology. Besides boasting a control pad with four buttons, the Super Famicom is filled with special functions built directly into the hardware. It also uses 5 LSI's which utilizes the most advanced semiconductor technology.

What does all this mean? Well, for one thing, the Super Famicom can produce graphics and animation that are a world above what can be attained with the current Nintendo 8-Bit system. By

using special PPU's (or Picture Processing Units), the Super Famicom can throw some truly amazing visuals up on the screen. While the Nintendo Entertainment System can select four colors out of a possible 52, with four palettes or groupings, the Super Nintendo can choose from 16 colors out of a possible 32, 768 in the eight palette mode or 256 colors out of the same 32,768 in the one palette configuration. This enables the unit to produce graphics that are life-like in appearance with movements that are highly realistic.

Speaking of animation, the Super

Famicom is also far superior to the NES in its ability to generate and manipulate graphic shapes and characters (known as sprites). The current NES can move up to 64 sprites no larger than 8x8 with no more than 8 on any one line. The Super Famicom can animate 128 sprites of varying sizes, including 8x8, 16x16, 32x32, and an incredible 64x64. This enables the 16-Bit Nintendo to create and move very large characters with ease.

Also in Super Famicom's bag of tricks are enhanced special effects modes that let the system rotate and zoom whole

screen images in and out. Mosaic mapping abilities, fade-in and out options and scrolling functions that allow the shifting and movement of multiple background images horizontally as well as the ability to shift parts of these backgrounds in four independent directions can all be achieved with the Super Famicom. None of these special functions are available on the present Nintendo system.

The Super Famicom is equally out-

(Continued on page 76)

16-BIT STATS...

| System | Est. Release Date | Est. Price | Processor | Colors | Resolution | Games |
|---------------|-------------------|-----------------------|-------------|--------|------------|-------|
| NES | Now Available | \$99, \$30-\$50 Carts | 6502 | 52 | 256 x 240 | 100's |
| SEGA Genesis | September | \$179-199, \$40-60 | 68000 + Z80 | 512 | 320 x 224 | 10 |
| TurboGrafx 16 | September | \$199, \$40 Cards | Hu6502 | 512 | 320 x 224 | 50 |
| Super Famicom | Unknown - 1990? | Unknown | 65816 | 32,768 | 512 x 448 | 4 |

The number of games compatible with each system is based on the library of titles available for the Japanese version of each machine - except for the NES which is total American releases.

SUPER FAMICOM GRAPHICS

The most visible enhancement over the original Famicom or our American Nintendo Entertainment System, the graphics and animation of the Super Famicom are unequalled by the competition. Some of the systems unique features include...



Super Famicom takes the original image and stretches it...



...or rotates the original image a full 360 degrees!

SUPER FAMICOM GAMES

Like the original Nintendo, the Super Nintendo is expected to possess a long line of hot arcade titles and many original properties. Among the first of ten initial planned releases are Super Mario Bros. 4 and Legend of Zelda 3.

After the first games are introduced with the system's launch, Nintendo has plans to unveil at least one title a month for the following year. A key to the success of the Super Famicom both in Japan and in the states is sure to be the number of third-party game licensees that Nintendo can court.



This flight simulator was used to show off many SF features.

WHAT IS FAMICOM?

The Famicom game system is essentially identical to our American Nintendo Entertainment System (NES). It was released in Japan in 1985, where game players there have enjoyed games like Super Mario Bros., Gradius, Contra, and Mega Man months or even years ahead of when we see them. When we were getting our first glimpses of Super Mario Bros. 2, for instance, Japanese players were buying up Super Mario Bros. 3, a game that probably won't be on store shelves until late this year or early next in 1990! Famicom games

often have more features than NES versions as well!



Super Famicom and the original Famicom - cousin to our NES.

POCKET ARCADE

Nintendo's Portable Game System...

HANDY GAME MACHINE

GAME BOY



With plenty of talk circulating about the new high-tech 16-Bit game systems, not much attention has been focused towards another area of gaming that is growing increasingly large - hand-held video games. Several companies are producing these self-contained games that are limited in what they can do, but nevertheless provide some decent thrills for fifteen bucks. The graphics are usually fixed and have little animation, the sounds are nothing but a chorus of beeps and tones, and game play is extremely rigid in most hand-held efforts.

Nintendo plans to change all that, however, when they release their portable cartridge game system, GameBoy. Already released in Japan and rumored to be coming to this side of the Pacific sometime in August, the GameBoy

is a hand-held cartridge game system with plenty of potential.

First of all, GameBoy is about the size and shape of a portable radio, with a 2" x 2" LCD screen and a standard Nintendo flat pad, two buttons, and select and start buttons built into the face. The unit is easy to handle and

comes with an optional ear phone jack to play the games in privacy or to take advantage of the unit's stereo sound.

The GameBoy system also uses pixels on a dot-matrix screen to create the game characters and settings. This allows the system to generate new shapes for every game instead of having the different images burned into the game screen permanently. Crisp background graphics and amazingly detailed characters that come to life with shading and multiple frames of animation make Gameboy as nice to look at as it is to play!

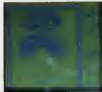
You can even connect two GameBoy systems together for simultaneous multi-player interaction. In GameBoy Baseball, for instance, one player can control the batting from his system, while the other controls the pitching



Name: GAMEBOY (Around \$90)
Games: CARTS (Around \$20 ea.)
Screen: 2" x 2" GREEN LCD
Processor: 8-Bit, 2 64K S-RAMS
Licensees: 20 including SNK, Capcom, Kameo, Konami, Sunsoft, Jaleco, Sega, Data East, Tecmo, Bandai, Vic Tokai, Hot-B-In Japan



Super Mario Land takes Mario into a whole new world of action and surprise!



Alleyway is an Arkanoid type game that features brick-breaking reflex action!

from his. This type of two-player game action is just one of the many enhancements that GameBoy boasts.

GameBoy is already enjoying some strong title support from a growing number of third-party licensees in Japan. Many companies that currently produce games for the NES have already signed on to become GameBoy developers. That means that many of the most popular arcade and NES titles will be available as GameBoy carts! The list of third-party companies is rumored to include ASCII, Asmic, Atoma, Imaginia, SNK, Capcom, Kemco, Coconuts, Konami, Sunsoft, Jaleco, Square, Seta, Data East, Tecmo, Towaiki, Bandai, Victor, Vic-Tokai, and Hot-B.

Since GameBoy is only slightly limited in what animation and sounds it can produce, it will need to have games that are, above all, fun to play if it's really going to catch on. Without wow'em color graphics, future games will have to have the same strong play value as the system's first three releases while retaining some challenge under repeated play.

With a retail price for the main system rumored to be around 70 to 90 dollars, and carts coming in at approximately 20 dollars apiece, GameBoy is well positioned as a portable game system. The only real competition will come from Epyx who also reportedly have developed a cartridge-based handheld game system that uses a three inch color game screen. With a rumored retail tag of around \$160 bucks for the system and thirty dollar games, the Epyx unit appears to have priced itself out of existence in the face of Nintendo's competing GameBoy machine. Although not much is known about the Epyx hand-held, industry insiders have revealed that Epyx is having difficulty courting the companies with the big arcade titles away from Nintendo's camp. With the entire company supposedly riding on the system, Epyx is very worried about GameBoy's growing popularity.

Plenty of good times are yet to come from Nintendo. GameBoy is advanced in its delivery, with games that are interesting and challenging. Nintendo does indeed have another winner!

THE GAMEBOY GAMES

Do they have what it takes to support the system?

The worth of any new system, no matter how versatile or technologically advanced, is in the software that the machine runs. After all, why buy a GameBoy if the system can't play decent games? With our advance copy of the GameBoy system we also received the three games that are currently available: Super Mario Land, Alleyway, and Baseball. In addition to these we have also gotten sneak peeks at Tetris (which will come with the unit), Bandai's King of Lode Runner, Square's SAGA (RPG for GameBoy), as well as Tennis and Golf from Nintendo. Here are some short reviews of the three games we've played...

SUPER MARIO LAND

Mario's adventures continue in this incredible game. All of the features that made the first Super Mario game so much fun have been captured on GameBoy's 2 inch LCD screen. Many of the original characters, as well as a whole new cast of challenging creatures, make Super Mario Land one of the best games ever!

The game is divided into four worlds, with three rounds in each. In addition to the familiar Mario play features (grabbing mushrooms to become Super Mario, getting flowers that allow Mario to shoot, and collecting stars for

invincibility), this version also introduces a number of unique elements like upside-down pipes, and special coin rooms as well as submarines and planes equipped with rapid-fire guns that Mario can use to rescue the Princess Daisy who has been put under an evil spell. Super Mario Land is a great game with plenty of new sights and sounds that's just as challenging as the original, but unfortunately a bit shorter (4 worlds with 3 rounds in each).

ALLEYWAY

Alleyway can best be summed up as an advanced version of Breakout or Arkanoid without the power-ups. You control a paddle that deflects a rebounding ball off of a wall of bricks, chipping away until all are gone. A number of levels, each broken into three rounds of play, take several brick patterns and scroll left and right as well as down. Between each level, a bonus round is played, with the bricks arranged in the shapes of different Super Mario characters. A nice game that is very well suited for the GameBoy system.

BASEBALL

GameBoy Baseball plays a decent game of baseball, but it doesn't have a lot of the artificial intelligence needed to run a team and some important features (like stealing) are absent. You can hook up two units together with a special adapter, however, so two can play against each other.



The Nintendo GameBoy packs a big punch despite its small size! While the games are much smaller than the normal NES carts, the games they play (like Tetris - the game that comes with GameBoy), are every bit as good!

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INTERNATIONAL OUTLOOK



By Edward Samrad

It's currently the number one game in Japan, and judging by the way it's selling, it's going to stay on top for quite a while! The game? None other than Super Mario Bros. 3!

Both Mario and Luigi are back, as are their arch enemies - the Kuppas. This time though, besides kidnapping the Princess, the Kuppas have used their new magical powers to turn the kings of each of the eight worlds into animals and insects. It's up to the dynamic duo (namely Mario and Luigi) to restore each of the kings to his original human shape. This can only be done by finding the magical wand which controls the spell over each king. Unfortunately, the wand is held by the guardian Kuppa on each world. Our heroes have to travel through the dozen or so areas in each world to get to the moving pirate ship where the Kuppa is hiding. Then, after defeating the Kuppa, the wand can be returned to the king who gets turned back into his original form. Do this in each of the first seven worlds and it's on to the Boss Kuppa. Destroy him and the Princess is safe once again!

Like the original Super Mario Bros. game, Super Mario 3 has eight different worlds. Each world can, however, have up to a dozen different areas. To help you along there is a map of the world with the paths to and from the various areas. The first world, for example, is called the Grass Land. Here Mario and Luigi travel through unfriendly terrain loaded with relatives of the old Goombas, various versions of the old turtles, and plenty of new characters as well!

The second world, called Desert Hill, has lots of sand, pyramids, and palm trees. The familiar Mario-eating pir-



Look out for the deadly Smashers that try to crush the Mario Bros. from above!

anha plants are back, but with a new twist! Some shoot fireballs at Mario!

World three is Ocean Side and, like the ocean, there are tides which rise and fall. When the water is low, Mario can proceed as normal, but when the tides rise the land is overtaken by the ocean! Mario can continue running and jumping, but his progress is hindered by the waves. That's just part of his problem, however, because waiting

in the waters are giant man-eating fish who think Mario would be the perfect meal!

World four is called Big Island and here everything is HUGE! Each block is the size of four normal blocks and the turtles are gigantic!

World five is The Sky and you must jump carefully from moving block to moving block while the screen scrolls from right to left.

World six is Ice Land and the going gets very hard when you discover that everything is coated with ice! Traction is difficult and stopping is even harder!

World seven is the Pipe Maze and it's in one pipe and out the other - bringing you to a new location. Find the right pattern and you'll make it to the end.

Make it to world eight - the Kuppa Castle - and they have the heavy artillery waiting. You must run over giant tanks bristling with cannons while staying away from the land mines which have a tendency of blowing up in your face! Survive the gauntlet and it's head to head with the fire-breathing Kuppa king!



Watch out Mario! One false step and you'll fall off this platform!



You'll get lost if you don't know your way through the pipes in world seven!



POWER-UP - As in the original, Mario starts off small. Get a mushroom and you become Super, get a flower and you're Fiery Mario. Now you can become a frog to swim, raccoon to fly and break bricks with your tail, or bear!



BONUS SQUARE - At the end of each area there is a rotating bonus square. By jumping up and hitting the square it will stop rotating and award you the card shown. Mario can get bonus lives by matching three cards in order.



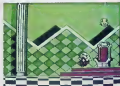
FACE GAME - The face game is a slot machine type of contest that requires precise timing. Stop the different sections of the Mushroom face, Star face, and Flower face to get 1Up awards of up to five free Marios!



CARD GAME - At certain intervals throughout the game, a special card matching room will appear. Eighteen cards are turned face down. Match two and you get what's underneath (1Ups, Coins, Flower Power, etc.)!



TREASURE ROOM - Find the treasure chest room and you will discover three closed chests. Pick one and a special power-up item will appear and be added to Mario's inventory (which can be selected before starting a round).

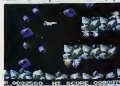


SAVE THE KING! - You did it! The magic wand has been returned to the palace and the king is there (with Toad), to give thanks for a job well done! Now it's off to the next world to battle even tougher Kuppas!

Konami powers-up an all-time classic...



Another hot cart that has ripped up the Japanese charts is Gradius II by Konami. Not to be confused with the already released Lifeforce, Gradius II is the real sequel to the original game. And what a sequel it is! With very spe-



...and past the giant Firebird Boss to...



...the laser breathing Mechanical Skull...



ped with the standard laser for the next!

As good as Gradius was when it came out, Gradius II is that much better. The graphics are second to none and the game play will be more than equal to your best. If the cart makes it across the Pacific, you can bet that Konami will have another hit. Look for more info on Gradius II (including game maps that show you the power that this cart really packs) as well as other new world events in the next issue of Electronic Gaming!

Dare to Compare

U-FORCE
(Broderbund)

vs.

POWER GLOVE
(Mattel)

By Marshall Rosenthal

(Editor's Note: Since the explosive introduction of the Nintendo Entertainment System, a number of manufacturers have introduced peripherals that enhance or improve play value. Joysticks, pads, and controllers of all kinds have been introduced that claim to increase scores and the overall enjoyment one will receive from the games themselves. Since this is the ultimate test of any good joystick or controller, we rated both the Broderbund U-Force and the Mattel Power Glove on a number of points that included ease of use, compatibility with game carts, and how the controllers affect game play. Because no matter how interesting these new technology controllers may be, if they don't make the games more playable, they fail. With this in mind, special reporter Marshall Rosenthal answers all of these questions and finds out if the U-Force and Power Glove are all they claim to be. Find out which is best for the games you play or if you should just stick with your Beesha...)

"Nothing up my sleeve" takes on a whole new meaning with the revolutionary U-FORCE. Short for Ultra Force, this fantastic new controller from the wizards at Broderbund uses a number of proprietary sensors designed to sense presence and motion. Instead of gripping a joystick and pushing a fire button, U-Force lets you place your hands over a special field that can detect the manner in which you move. Tilt your hands this way and your Top Gun fighter zooms to the right, angle them in the opposite direction and your plane flies left. Shake your hands quickly and burst of gunfire will strike out at your on-screen opponents.

U-Force resembles a thin square which opens up like a clam to reveal a red sensor plate that contains all of the circuits that enable the machine to detect where your hands are and what they're doing.

The Mattel Power Glove, on the other hand (no pun intended here folks),

takes a more physical approach. It is closer to a true joystick controller in that you actually touch buttons and feel the unit. The black glove slips on your hand and works by sending sound signals, depending on what position your fingers and hand are in, to an L-shaped bar that rests over the television. This bar contains three receivers which bounce the high-pitched sounds (so high, in fact, that the human ear cannot hear them) back to the glove and correctly manipulate the on-screen movements of your character. This keeps the glove's microprocessor (which rests in a small hump on the back of the unit) very busy, triangulating the sonic beacon; feedback that enables the glove to say "This is where I am now" nearly thirty times every second!

Four sensors are found in each finger (except for the pinky). These sensors detect all motions, including which fingers are moving and how much they are bent. This translates into game move-



The amazing U-Force with Punch-Out



Glove Pilot - designed specifically for the Power Glove controller



The U-Force in action!

DAVE CAPPER

The Mastermind Behind the U-Force...

Dave Capper seems average enough. He doesn't have hair to his knees, isn't afraid to smile, and wears a suit. And he's not in his early 20's; this guy is actually an adult! But don't let this conservative appearance fool you. Capper's head is way, way out. He's the inventor of U-Force, and boy does he have plans for gamers!

After tours of duty with Mattel Toys and Galoob, Capper has finally brought his creative juices to Broderbund, the company that will be marketing his U-Force idea.

"I've been creating things since I was a kid," begins Capper, "teaching myself electronics. I've always had the idea of wanting to expand on the way you can play games, to eliminate physical contact that forces you to follow a set routine, that inhibits the flow of the action. I had an idea for a device that would break the chain and free a player from having to hold something while he played."

When video games returned under the Nintendo title, Capper saw this as an opportunity to introduce his brainchild to the game playing public.

"I had a device that could interact with video games, which I feel constitutes the wave of the future because it brings electronics and the use of technology into the common fold. Kids ten years ago didn't know of any kind of computers, but look around at today's world."

(Continued on page 48)



David Capper, U-Force inventor

movement by enabling special coding to be "turned on" from the keypad. A single finger wiggle can turn Mario around and make him jump for some coins, or allow you to kill an enemy, pick up the power-up left behind, and run off - all in one gesture!

Game Compatibility

Neither the U-Force nor the Power Glove is immediately compatible with any Nintendo game on the market. To use either controller you must first key in a series of switches which let each unit recognize the games and properly manipulate the game action.

U-Force comes with six small sliding switches on the right side of the bottom panel. Two activate the turbo firing features for the 'A' and 'B' buttons, while the remaining four configure sensors for the specific game. A manual is included that lists how to set these switches for 60 of the most popular games.

The Power Glove, meanwhile, uses a somewhat similar coding mechanism located on the back of the glove. A numeric key pad allows you to enter the proper reference coding to the games that you are playing. The exact number of games that the Power Glove plays was not available at press time, but it is rumored to be at least the same number, if not more, than the U-Force. The need to do something other than plug in and play makes both of these systems equally handicapped when it comes to direct comparisons with conventional sticks. Punching in numbers or sliding switches is not that difficult, however, and does not in any way provide enough of a reason to count either controller out.

Interaction

Both the U-Force and Power Glove take very different approaches when it comes to player-game interaction. The obvious goal of both controllers was to improve the interaction between you and the game, so that you feel like you're part of the action rather than just controlling it. Both units marginally succeed at what they're trying to do, al-

(Continued on page 48)

SCOTT GOODMAN

Bringing the Power to the Glove...

When we first heard of Mattel's Power Glove control last December, we were, needless to say, extremely curious as to just how the unit really worked. It seemed like an interesting concept, and the promotional literature sure made it sound great, but until we discovered exactly how it worked did we really get a complete idea of just how advanced it really is.

Scott Goodman, Mattel's Senior Product Manager, oversees the Power Glove project along with Senior Project Designer Novak, who is producing a number of games specifically for the Power Glove control.

"The glove is really the first cybernetic device to be available to the home market," begins Goodman. "We took technology developed by NASA to use in space so that satellites could be repaired. Robot arms articulated in tune with a glove worn by the astronauts - with precise movements being the results. Of course we had to lower the cost, since NASA's version costs about \$10,000.00!"

For a deeper insight into how the Power Glove works, as well as a preview of some of the specially designed games, we turn to Novak, who started out working with synthesizers in the 60's and became a punk rock record producer in San Francisco in the 70's. Certainly not the button-down collar type for sure.

(Continued on page 48)



The Power Glove in action with Super Glove Ball

(Dave Capper Continued)

Looking around showed Capper that Nintendo was the way to go. "It became my target system," he said, "because it reached out to the most young people."

Names for the device went in and out of Capper's head. One kept popping up - Ultra-Force. "I liked the way it sounded," says Capper. "The more it ran around my head, the more I liked it, and it naturally shortened itself to U-Force. As in YOU, your body, a force field being an interactive part of what YOU are doing."

Capper is always ready to talk about what his device will do, just not how it does it. "Let's take Top Gun as an example," he says. "You can just use your hands - move them around and shake them to fire missiles and machine guns. Or use the joystick handles with or without the T-Bar (an optional control that is inserted into the front of the U-Force unit that enables you to actually grab on to something besides thin air) if you've the mind to. U-Force lets you really get involved in the game, and become a part of it. It's for the next generation of game playing, where involvement in the electronic world on screen is total - there's nothing between you and the action."

He only smiles when we ask for specifics on how this interaction is achieved. What it comes down to is that U-Force does what it's supposed to, which is to junk having to push a joystick or press a button. What more explanation is needed?



Marshall Rosenthal gives U-Force a try

though this "enhanced interaction" is really added involvement with the controller units rather than an improved involvement with the games.

It takes a while to get accustomed to both the U-Force and Power Glove. Moving your on-screen heroes is not as straightforward as it is with conventional joysticks. Each type of game involves a learning process of how to play with the controller before you can play the game. This "set-up" time is more noticeable with the U-Force than with the Power Glove.

The Power Glove requires more subtlety than the U-Force in controlling game action - but you also don't have to be as precise in your movements.

The Power Glove is also easier to use on horizontally scrolling action games such as Super Mario Bros. U-Force seems to slow down the action more than enhance it in these types of games.

Improving Game Play

Neither the U-Force nor the Power Glove boast any advantages over your standard rapid-fire joystick, except, of course, to draw you physically into the game.

The U-Force does succeed at providing an invisible controller that is especially effective with games like Top Gun, Stealth ATF, and Punch-Out!! But the U-Force is painfully tedious to use when it comes to non-first person perspective games.

Also, when the action really heats up, the U-Force almost becomes redundant in what it is trying to accomplish. The feeling is hard to explain, but it's sort of like driving a car with no steering wheel or riding a hike with no hands; that physical aspect of the game is missed. The T-Bar attachment helps, but that defeats the purpose of the unit.

The Power Glove produces play interaction that more closely approximates what a joystick would produce, although it does restrict the movement of your gloved hand. It's not a pair of handcuffs, but you won't last long if you throw your hands into the air after you've just performed a fantastic move on Ninja Gai Den.

Both U-Force and the Power Glove are interesting advancements, but don't look for higher scores and be prepared to play by a whole new set of rules.

(Scott Goodman Continued)

It's important to note that the glove takes advantage of three-dimensional space," Novak says. "A joystick is 2D, it only knows a flat world. Even great graphics on computers like the Amiga are still limited by 2D input devices - whether that's a mouse or joystick."

"But the glove enables interaction in all dimensions," states Novak, his eyes gleaming with the intensity of the true believer. "And my three upcoming games are all designed with this in mind."

First on Novak's list is Super Glove Ball. "I admit that this owes a bow to Breakout, but the resemblance ends quickly. It's futuristic handball, with your on-screen hand *rolling* and slapping a ball against rooms filled with tiled walls. There is the necessary supply of enemies to conquer and secrets to discover, as well as special balls to use. But what really makes this and all the Glove games so good is the three-dimensional quality added to play. You actually grab a ball in real life by wrapping your fingers around it - not by pressing a button or moving a joystick."

Both Manipulator - Glove Adventure and Glove Pilot take advantage of the glove's abilities as well in even more complex and action-packed environments. You pick up objects, move things around, and do other things in real space. For these games the glove is an absolutely riveting item that definitely opens up new doors.



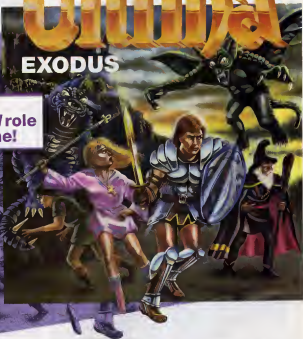
Manipulator - another game designed exclusively for the Power Glove control

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FCI 
Not Just Kid Stuff



Tricks of the Trade

SPECIAL TIPS, PLAYING TECHNIQUES,
STRATEGIES, HIDDEN POWER-UPS,
LEVEL SELECTS, AND CONTINUES...



BLASTER MASTER

Secret Boss Attack!

This trick will let you wipe out the Bosses at the end of level two, four, six, and seven! Get the grenade and walk in front of the Boss. Toss a grenade and at the very instant it hits the creature, press the 'Start' button to pause. Wait at least one minute and the Boss is destroyed!



ZANAC

Hidden Level Select

To start on any level of Zanac, hit the RESET button on the NES console 13 times right after you turn the system on with the game plugged in. Hit 'Start' and move the cursor prompt to Continue. You will then be able to move left and right to select the level!



MEGA MAN

Defeat Evil Boss

Dr. Wily's monster can be really nasty in Mega Man 1, but with this trick you can easily cut him down to size! When battling Wily's evil creation, jump up and shoot the monster in its eye. Right when the shot hits, press 'Start' to pause the game and slow down the Boss!

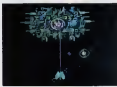
STAR SOLDIER

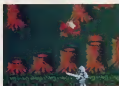
Secret Laser Weapon and Energy Power-Up

Star Soldier is a really tough game, but with the super secret power-up you can blast your way through the game with multiple firepower and a special laser beam weapon that you won't find anywhere in the game!

To initiate this awesome trick, before turning on the game, hold the 'A' and 'B' buttons while pressing up and to the left on the controller one pad while pushing the controller two pad down and to the right. While this is being done, turn on the unit and during the title screen press the 'Select' button on the controller one pad ten times. If you did everything right, the screen will flicker for just an instant - this lets you know that the trick has been done.

Press 'Start' to begin play and hit 'Select' to switch to the special laser weapon that wipes out everything! You can switch back to regular fire by pressing 'Select' again. The laser is especially effective on the Star Brains.





WIZARDS AND WARRIORS

Special Level Skip

When you get to the second forest scene, which is just after the red caves, walk all the way to the left until your character is at the edge of the

screen. Then levitate and stop levitating very quickly by tapping Up on the controller repeatedly. Your character will go off the screen to the left and appear again on the right side. You'll find that the scene has now changed and you will be back to the first forest! Go to the end of this stage and defeat the Skull. The Princess that you save this time will be Penelope, the Princess that you usually save at the end of the second forest! Continue playing, and in a few stages, the last Princess will be saved!

Brandon Macaluso
Pottsville, PA



MILON'S SECRET CASTLE

Special Point Award

Here's an easy way to rack up megapoints on Secret Castle! Get the Crystal Ball and then die on purpose. Before continuing, hit either fire button (use a turbo stick for this one) and your score will soar into the stratosphere!

RING KING

Invisibility

This controller code is a bit complicated, so pay close attention! First of all, start by pushing the 'A' button on controller two, then press the 'A' button, followed by the 'Select', and the 'A' button again on controller one. Next, press the 'B' button on controller two and then the 'Select' button on controller one. Wrap this one up by pushing the 'A' button and then the 'B' button on controller two, and finally press the 'B' button on controller one two times. Now when you push 'Start' to begin play, you can take as much abuse as the other boxes can dish out and you won't ever take a fall! Remember to enter these moves during the title screen.

Although it was designed as a two-player game, John Elway's Quarterback can be played against the computer. These tricks will help you pound CPU into the turf by taking advantage of some super

secret playing techniques that give you the upper-hand!

The first trick can be used whenever you are on offense and will almost always result in an instant touchdown! When you are in the play select mode, move the cursor to the Normal/Reverse window and let the cursor sit there until the time runs out for picking a play. Doing this will make



John Elway's Quarterback

Super Fast Plays and Defensive Tips

the wide receivers very quick, as well as the quarterback! To score a touchdown easily, simply press the pad down to snap the ball, hit the 'B' button right after the snap to pass the ball, and quickly run to the

sidelines and up the field. You run so fast that nothing can catch you!

Also, during the kickoff, press Up on the pad and the 'B' button together rapidly. This will align your men in a V formation and enable you to tackle your opponent on or around the 10 yard line!

Daniel Bodnowich
Masury, Ohio

KID ICARUS

Secret Password Codes

Here are a couple of nefy codes that will warp you to the last level of the game and award other bonuses!

Last level: DANGER !!!!!
TERROR HORROR

Last level plus points, endless supply of life, and 640 Hearts:

***** *****
***** *****

Tim Holm
Wyalusing, PA
and
Mikkel Way
Bell Canyon, CA



METAL GEAR

Avoid Super Computer

With this trick you don't need to destroy the Super Computer! When you enter the computer's room, Solid Snake appears in the door frame. As soon as he appears, hold the control pad or joystick to the right and you'll appear in Outer

Heaven's room! Now you can attack this Boss without having to fool around with Solid Snake!



Jean-Sebastien Cankochio
Quebec, Canada



RBI BASEBALL

Coaching Staff Screen

On RBI Baseball, if you hold the 'A' and 'B' buttons down at the same time during the title screen and press 'Start', the Coaching Staff (Designers) will appear!

Doug Schulze
Minneapolis, MN

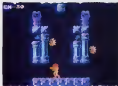


METROID

"Strange" Code

This special Passcode code lets you do many unusual things like get bombs without having the ball. There is no Varia with this code, which makes it a bit harder to reach the ending, but if you do you will get another special surprise!...

999999 999999
KKKKKK KKKKKK



Sega's POSIDEN WARS 3-D

Hidden Sound Test and Continue

To listen to the music selections on Posiden Wars 3-D, push the pad Up once, Left twice, Down three times, and Right four times.

To continue your game after the enemy has defeated you, press the pad Down four times, Right three times, Up twice, and Left once.



TRACK AND FIELD II

Codes by Day

Track and Field 2 is broken up into eight days of competition. After completing each sequence of events, you are given a Passcode that will let you start at a higher day of competition. The passcodes for each day are:

Fourth Day
RDG36URN4

Fifth Day
JDSFKYJN4

Sixth Day
XAXF6VJMC

Seventh Day
TANIKUJH

Eighth Day
4ZHPJJS

Videotic Maniacs
Houston, TX





R-TYPE

Intertitle Mode

Before turning on the Sega Master System, press and hold the pad in the lower right-hand corner on controller one while simultaneously holding up

and to the left and pushing button one on controller two. Turn the power on and keep holding the controls in the above positions until the R-Type logo appears on the screen.

There's also a hidden stage in R-Type that can be found at the very beginning of the fourth stage. You will see two large blank parts at the top of the screen. Touch the first blank with the left back part of your ship. At that time the hidden stage will begin!

Bruce Frausto
San Diego

KID ICARUS

Lower Prices in the Shops

Beat the high costs of inflation with this tip! When in a merchants shop, press the 'A' and 'B' buttons on controller two simultaneously. The merchant may raise or lower his prices!

TRACK AND FIELD II

Hammer Throw Trick

On the Hammer Throw event, make sure you have very little power when you throw and release it at 80 degrees.

Peter Slamidis, Raffi Karamoglanian
Montreal, Quebec



SIMON'S QUEST

Different Endings

Castlevania II has three different endings depending on how long it takes you to finish the game. Use these codes and destroy Dracula to see the other endings!

| | |
|-----------------------|----------------------|
| Second Ending: | Third Ending: |
| CTWY W26K | GDF Q26D |
| R5KN 5BK | L1KN SWJK |



RAMBO

Secret Second Ending

Unknown to most, there are two endings to Rambo, one where Rambo's friend Co dies, and another where she doesn't. The trick to having her survive the game is not talking with her under the waterfall after she rescues you from the enemy camp. If you do this she'll be waiting for you in the helicopter after you rescue the POW's and again at the very end of the game - just make sure you find her before you talk with Trautman. Here's the code for the second ending:

W13k Xs7 Tw08 WU3D
BDAT wJ7 2PH 9504

Dave Edwards
West Hartford, CT

With this trick you can get all of the hearts in Mission Two! First, get to the second round and play until you reach the Williams with the baseball bat on top of the ledge. After you defeat the Williams, walk



DOUBLE DRAGON

Secret Points

slowly to the right until you are facing a pile of red girders. YOU MUST BE AT THE VERY TOP OF THE SCREEN AGAINST THE GIRDERS! A Williams will come out at the right of the screen to get you. While he is approaching you, walk back to the left towards the wire fence. When Williams is right in front of the left edge of the girders, begin

climbing up the wire fence. As you climb, Williams will stay where he is standing. Climb to the top of the fence and walk on the ledge, going left. Climb down the first wire fence on the left and go as far to the left as

you can go. Once your man cannot go any further, go all the way back to where you left the Williams standing. If you keep hitting the exact spot where Williams was standing (he won't be there now), you will keep getting points. Keep hitting and get all your hearts!

Dave Edwards
West Hartford, CT

LEGACY OF THE WIZARD

Secret Code

Legacy of the Wizard is an extremely complex and detailed game that unfortunately has an inadequate save feature. Here's a code, however, that will let you begin your quest with all of the tools and weapons available - including the four crowns that let you warp from area to area (when you jump into the pictures of the Princess) as well as the Magic Sword which is the only weapon that can destroy the Great Dragon at the game's finale (remember to jump underneath the Dragon mural while holding the sword to bring the beast to battle):

C4TR R2SH 6RXC 1TJN
CUTK 8NFT YWNC W3JU



DESERT FALCON

Hieroglyphic Combinations

Depending on the combinations of three hieroglyphic characters that you collect from the surface, you will be powered-up in one of several different ways. Here are some of the most useful combinations of characters:

Invincible - Cane, Bird, Bird or Bird, Sun over Water, Man or Bird, Cane, Feather.

Quick Shots - Bowl, Cane, Bowl or Man, Bird, Cane or Bird, Sun over Water, Eye.

Warp - Ankh, Bowl, Ankh or Bird, Bird, Eye or Bird, Cane, Bowl

Hold Splitx - Man, Man, Bird

Extra Life (on higher levels) - Bird, Bird, Bird or Eye, Eye, Sun over Water.



ZANAC

Bonus Lives and Weapon Select

While we've printed quite a few tips and tricks, none of them compare with the incredible stunts you can perform on the FCI game ZanaC! Beside continues, sound tests, and free men tricks that have all been published before, you can also select the weapon that you want to use (and have it fully powered-up) as well as earn as up to 254 extra ships! Unlike most tricks, however, this one is a bit complicated to initiate so pay close attention!

To initiate either of these tricks, you must first prepare the game by plugging a joystick or pad into the controller one port and a light gun (if you are doing the extra men trick) into the controller two port. Now, place the ZanaC game cart into the system and press the receptical tray down to set the game in place. Here comes the tricky part - you must press down on the tray again (as if you were taking the game out), but instead of removing the game from the system, slowly let the tray start to pop up. Before

you let the tray pop up into place (exposing the game for removal) push the tray back down so that the game is now fully in place inside of the system once again. If this procedure is done correctly (and remember, it is not easy to do) you will see a short glitch from the system and see the "Top Score" messed up in the title screen.

When this has been successfully done, press "Start" and you will go directly to the Continue prompt. Press "Start" again to begin play. If you have the light gun in port two, you can hit "Start" at any time during play to finish the round and max out your remaining men! Whenever you need more men, press "Start" again!

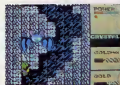
To select your weapon, start the game in the same manner outlined above (except do not have the light gun in port two) and then press "Select". Move the pad left and right and you will see a number in your score that indicates the weapon you will power-up to. Hit "Select" again to finish the round and begin play with a new weapon!



Doing the Trick - Here's what the title screen will look like if you successfully screw up the game. Notice the Top Score in the upper-left corner.



Weapon Select - Depending on the first digit of your altered score, you can select any one of the possible weapons and also power them up completely!



GOLVELLIUS

Ending Code

Golvellius may be a difficult game, but with this special password code, you can warp right to the ending of the game! Go to the password screen and type in the following letter and number combination:

VRKY A725 FRUM CDWF
SQK4 CWYS YPSL QLUL

Juan F. Conde Jr.
Temple City, CA

FANTASY ZONE

Unlimited Use of Weapons

Destroying your opponents in the Fantasy Zone is much easier with the laser, wide beam, and seven-way shot, and with this trick you can use these ordinarily timed weapons forever!

First, buy all four engines, but don't use them. Next, by a weapon and it will last until you lose a life.

Bruce Frausto
San Diego, CA



DOUBLE DRAGON

Fourth Level Continues

When the fourth level appears in Sega's Double Dragon, don't move left or right, but instead jump up and down fifty times. After you do this you will be able to plow through the final level and straight to the ending, with an unlimited number of continues at your disposal!

Toni Felt
Fairfield, IA

GHOSTBUSTERS

Extra Money

To begin your Ghostbusters' adventure with a ton of money (\$1,975,800 to be exact), enter AA when you are asked for your initials and then enter #1173468723 and push button one. Forget about starting with \$10,000, this much money will let you get whatever you may want!

John Stanford
Hackensack, NJ

ROCKY

Defeat Drago

To beat Drago, you must score at least 85 during training and score a 7 on the sandbag against Lang. By doing both of these things you will do a lot of damage each time you hit Drago!

Bruce Frausto
San Diego, CA

QUARTET

Sound Test

During the title screen press the 'Pause' button four times and then press button one on control pad two. You can then select any one of the Quartet sound and music effects.

Wide Beam

During the title screen press the 'Pause' button fourteen times and then press button one on controller one.

KENSEIDEN

Level Select

Before turning on the System hold down both buttons and then turn the unit on and continue to hold the buttons until the title screen appears. Release both buttons and then press the upper-left corner of the pad and button one at the same time

Bruce Frausto

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NINTENDO - Capcom 06/01/09

STORY

Mega Man 2 begins right where the original left off, with that crafty old Dr. Wily back again with a whole new set of super-human enemies!

The rules remain essentially the same as Mega Man faces eight new Boss characters in eight new worlds of adventure and excitement. Mega Man must stand up against evil villains like the ruthless Heatman who launches fireballs and Bubbleman who attacks underwater! Defeat the alien Super Bosses and capture their super-weapons to enhance your fighting abilities!

Make it past the guardians and you'll find yourself in the skull cave; home to the evil Dr. Wily. Find your way through the Wily's underground palace and you'll be face to face with the Mad Doc himself for one of the most explosive video game battles ever!



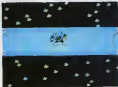
BOSS ATTACK!!!

Defeat the Bosses with the weapons and in the order listed below...

| BUBBLEMAN | AIRMAN | QUICKMAN |
|-----------------------|----------------------|-----------------------|
| | | |
| HEATMAN | | WOODMAN |
| | | |
| METALMAN | FLASHMAN | CLASHMAN |
| | | |
| Bubbleman - Use Metal | Airman - Use Wood | Quickman - Use Freeze |
| Heatman - Use Bubble | | Woodman - Use Air |
| Metalman - Use Quirk | Flashman - Use Metal | Clashman - Use Air |

CHICKS IN THE STARS!

When you are in the round select mode, press both the 'A' and 'B' buttons simultaneously while pushing the pad in the direction of the Boss you would like to fight. When the Boss is introduced he will be surrounded by chicks flying through the stars!



WOODMAN - A MEGA MAN 2 BOSS ATTACKER!!!

Mega Man 2 is packed with 8 different levels of challenge and excitement. One of the most difficult rounds is the Woodman level, populated by all kinds of strange forest

creatures and a very powerful Boss at the end of the level. Timing is crucial throughout this round, and mastering the "jump and shoot" technique is vital to beating the bad guys.

TAKE ON THE MECHANICAL ATTACK DOGS WHEN YOU REACH THE UNDERGROUND...

These deadly opponents use chains of fire to attack Mega. Jump and fire shots or store up heat power. Remember, timing is important!



BE CAREFUL!

The forest is filled with many dangers. Arm yourself with the other Power-Ups before you enter the woods.



GORILLA DANGER

Stay above the platforms that the Gorillas climb on and keep moving - sometimes you can avoid their attacks. If one of the monkeys does happen to lunge at Mega, it will jump through the air and try to land on top of you. If you see one of the apes start to jump, reverse your course or seek a better position from which to retaliate. Walk back and fire repeatedly as the gorilla draw near.



NASTY BUNNY

Use the Bubble or shot weapons to knock the evil rabbits out before they reach you!



ROOSTER ATTACK

The rooster will come hopping toward Mega - move slowly and constantly fire ahead!



SUPER PASSCODE FEATURE!

Use the Mega Man 2 Passcode screen to warp to the highest levels of the game with all of the weapon Power-Ups you've stored up.



DEFEAT WOODMAN!

To conquer Woodman, timing is very important. You must jump his leaf attack (which will block your shots), and come back firing the "Air" weapon to intercept him as he jumps. You must do this while deadly leaves constantly float down.



Jump his attack while it's falling!



DR. WILY IS WAITING FOR YOU!!

GUERRILLA WAR



NINTENDO - SNK Corp. - 06/31/89

STORY

In *Guerrilla War*, you and your buddy fight to survive against the military stronghold of an evil and vicious dictator. At your disposal are machine guns, grenades, and other weapons and power-ups that can be collected along the way.

In addition to your primary objective of overthrowing the Commie government, your mission will also bring you face to face with dozens of friendly P.O.W.s who are being held hostage by the enemy. Collect these prisoners for more points and expose power-ups that increase the firepower of your weapons!

Guerrilla War is loaded with intense combat action over nine different levels of play. You can play by yourself or with a friend simultaneously in this faithful arcade to home translation of SNK's best Ikari spinoff ever! Great graphics, music, and play combine to make *Guerrilla War* outstanding!



LEVEL SELECT

To select any of *Guerrilla War*'s nine levels of action, press both the 'A' and 'B' buttons and hold them during the title screen, and then press start. You will enter the level select mode and be able to choose any mission you wish!

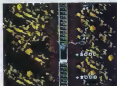


SECRET 1UPs

To uncover hidden power-ups and secret free men, always remember to use your grenades to blow away the rock walls that fill the battlefield. Hop in a tank and use the cannon to clear the walls away even faster!

BONUS POINTS IN AREA 5

You begin this round inside a mine, riding a mine car. Using a whip, rescue the hostages that line the walls to the right and left. Use a friend on this stage with one person whipping left and one concentrating on the right.



BATTLE ON WARRIORS!!!

8 More Levels of Action Lay Ahead!

BONUS POINTS!

Free the Prisoners ...

1000 BONUS

...for 1000 bonus points!

ENEMY SURRENDER!

Overpower the enemy and they give up!

ADVANCE!

POWER-UP!

Blow the tanker for extra points!

DON'T SHOOT PRISONERS!

BAD SHOT

-500 Points!

T A N K

Get into the Tank for extra firepower and defense!

A T T A C K

Power-up for even greater rewards!

Use the tanks or your grenades to destroy enemy transports and helicopters!

W E A P O N S

P O W E R - U P

Collect the weapon capsules to enhance your firepower and mobility!

USE TRENCHES FOR EXTRA PROTECTION!!



START

DUAL SCROLL!

Begin your battle behind enemy lines in the jungle!



A



NINTENDO - Ultra - Available Now

STORY

In the intergalactic year 25XX, the solar system has been invaded by deadly aliens from beyond the rim of our galaxy. These invaders, known as the Gyrussians, are bent on conquering every star system they encounter, including Earth's!

Gyruss is based on the arcade game of the same name. Although the game play is slightly different here, with plenty of additions and enhancements, anyone who is familiar with the coin-op shouldn't be disappointed. Your ship occupies the outer rim of the screen and circles the perimeter, firing in at the invaders. The game is divided into ten levels, with the setting for each being a different planet or the sun. A wide variety of opponents drift from the center of the void and prove to be extremely challenging. After every planet has been saved you can refine your talents even further (while racking up some big points) during the chance rounds.



30 MAN TRICK

In Gyruss you can receive 30 men at the beginning of play by pressing 'A', 'B', Right, Left, Right, Left, Down, Down, Up, Up, and then start during the title screen and before the demo starts.



BASE ALERT!

During the second round of each planet, you will encounter a quartet of Gyrussian bases. Eliminate these ships with your plasma cannon or with regular shots - they produce enemy craft and speed up play!



BATTLE THE SUN

When you are one warp from the Sun no Gyrussians will attack. Instead, the sun will erupt, sending solar flares toward your ship at lightning speed. Don't try and fight these fireballs, stay at the bottom and avoid them!



GALAXY BOSS ATTACK

Here's all you need to battle the Gyruss Bosses guarding each planet! Blast your way through with these winning tips and free the solar system from the clutches of the hideous invaders!

Uranus



This Boss is similar to Neptune, but instead of firing 3 missiles, each pod releases 2 guided missiles when open. The homing bombs follow your ship but they can be shot. When only one pod remains, 8 bombs are fired.

Saturn



The Saturn Boss has six pods that fire homing missiles and indestructible barriers. Circle and follow the opening pods in a clockwise direction. There is a delay between the top and bottom pods - draw off the barriers.

Neptune



A Gyrussien boss with four pods on the top, bottom, left, and right occupies the screen. Each pod fires 3 shots in clockwise rotation. The pods can only be destroyed when they are open. Concentrate on one pod at a time.

Pluto



An orb will appear and release 11 green globes that wander about, reaching the edge of the screen to attack, while the orb circles the outer rim. Fire at the globes and watch out because they return fire when hit!

Jupiter



A large meteor circles the outer rim, releasing meteors as it goes. Once the large meteor has been hit 4 times, an alien organism is revealed. The alien uses two tentacles to reach out and attack. Concentrate shots on the alien.

Mars



This Boss has 8 pods that fire 3-shot spreads. At the same time, pods at the top, bottom, left, and right release blue barriers that drift to the edge and quickly separate. Concentrate on these pods first - then destroy the rest.

Earth



Each ship rotates in the middle of the screen, although the blue ship spins very fast. Orange shoots dual missiles, purple fire homing bombs, and blue shoots plasma balls. The last ship spins quickly - don't stay in one place!

Venus



The Venus Boss has 8 pods that shoot 3-shot spreads, destructible barriers, and indestructible barriers. Orange comes from the top, right, bottom, and left. Use same technique as Mars Boss and avoid additional enemy fire.

Mercury



This Boss uses meteors that are released from special pods. Meteors reach out toward the edge to attack and then return to brain. Bubbie explodes when pods are destroyed revealing Brain that fires lasers. Circle clockwise.

The Sun



The final Boss shoots sun bursts at high speed. Avoid them and concentrate your fire on the sun itself. Once the sun has been hit enough, a giant eye is revealed that shoots smaller destructible eyes. Shoot these to get a good shot at the main eye. As more damage is sustained, the Eye will fire lasers so keep moving! Stay at the bottom, clear out the small eyes, and shoot until the solar system is free!

Neptune



Pluto



Uranus



Saturn



Jupiter



Mars



Earth



Venus



Mercury



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NINTENDO - Activision - 06/01/89

STORY

You're in command of the Air Force's latest high-tech weapon: the F-117A Stealth ATF. With this powerful flying fortress at your disposal, you've been assigned to a mission that will take you around the world, and into the deadliest skies you've ever seen!

This high-action flight simulator is designed to duplicate all of the capabilities of this state-of-the-art aircraft. You must shoot it out in hot spots around the world. Don't worry though, because if things really heat up you can switch to "stealth" mode which will further confuse the enemy.

In addition to packing in plenty of aerial combat thrills, Stealth ATF also requires a constant surveillance of your surrounding area and controls - long range radar, altitude, ammo, etc. Get hit and you can become damaged or lose valued instruments.

Fly the unfriendly skies - with Stealth ATF!



NO STEALTH FLYING

While the "Stealth" mode works fine and will confuse the enemy to a point, it is unnecessary. Let the enemy come to you if you're beginning, or do a loop whenever an enemy plane flies past to catch up quickly.



10,000 POINT BONUS

To score a quick 10,000, bunch up a lot of planes into a small area. When you get them in visual sighting, move to the right or left slightly to get two overlapping. Wait for the "Lock-On" signal and let go with a missile!

EASY LANDING

Don't fool with adjusting your angle when you come in for a landing. Simply lower your landing gear and tap the "B" button four times. This will break you enough to make a safe landing and move on to higher rounds!





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NINTENDO - FCI - Now Available

STORY

This just may be the most challenging, intricate Nintendo game ever! Your four mighty adventurers must explore the land of Britannia, collecting valuable clues and information from the townsfolk while fighting - or avoiding - the dangerous monsters that roam the countryside. Your mission is to find the way to the dreaded castle of the evil Exodus.

Adapted from the hit computer game of the same name, Ultima is quite faithful to the original in most respects. You have a choice of five different character types and professions from which to draw your adventurers. There are ten different cities and eight dungeons (each with eight levels!) to search, along with citizens, guards, patrons, and monsters populating each one. A battery memory feature allows you to save your adventures easily for up to three years! Ultima is video role-playing at its best!



FIND THE MYSTIC SWORD

First get the silver pick from the Cave of Death on the 8th level. Take it to a small island on the north coast. Dig on the island to uncover the mystic sword. Now pass the pick around and have each member dig up the sword!



RAISE YOUR MAGIC

Defeat the pirates when your party reaches 5th level. Take their ship and sail it into the whirlpool to travel to Ambrosia. Find the 4 shrines of Ambrosia (Int., Wis., Strgh., Dex). Donate gold to raise your abilities and use 'Select' to activate higher

THE LOST CITY OF DAWN

Starting at Lord British's castle, walk 7 steps west and 35 steps south and Dawn will appear when both moons are black (hit 'B' button to make the moons change faster). Now, get the gold pick in the guild shop to dig up the mystic armor.



Experience a New Fantasy...

Attack! The galactic tyrant Lassic hurls lightning bolts at you. But your magic blade responds with a blast of blue fire... and your team of adventurers is about to join the battle!



Welcome to the worlds of Phantasy Star,

Sega's newest adventure role-playing video game. Phantasy Star is full of traps and treasures, magic and monsters, not to mention dungeons and

towers so real you'll want to wipe the slime from your boots... and



recoil from dragon fire!

Phantasy Star features space travel to three worlds, a magician's dream book of spells, 16-level dungeons, and more monsters that you can cremate with a laser gun!

And Phantasy Star also



includes a built-in memory so you can save up to five separate adventures!

Phantasy Star is just one of eight adventure role-playing video games for the Sega video game system. Look for MIRACLE WARRIORS™ and LORD OF THE SWORD™ coming soon!



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SEGA
FROM TOMKA

ALTERED BEAST



SEGA - Sega - 05/31/89

STORY

In *Altered Beast* you're a Roman Centurion soldier revived from the dead by the mighty Lord Zeus. It seems that Neff, the Lord of the Underworld, has kidnapped Zeus' daughter and taken her deep within his subterranean fortress. The lair of Neff is a strange and mystical place where powerful demons carry Spirit Balls and Zeus' incredible powers can not protect you.

Based on the recent Sega arcade game, this 2 meg translation does a good job of capturing most of the familiar play mechanics of its arcade cousin. There are four levels of play filled with underworld creatures that constantly appear for battle. These guardians protect the demon warrior Neff, who guards the end of each round and transforms into a bizarre cast of giant monsters once you have captured the Spirit Balls and made the transformation into any one of the magical crea-



SECRET CONTINUE

To continue the battle after you die, hold the pad up and to the left while pressing the 'A' and 'B' buttons when the 'Game Over' screen appears. Go to the lower-left, lower-right, and upper-right for subsequent continues.



POWER-UP

To successfully power-up your character into the Werewolf, Weredragon, Wercbear, or the Weretiger, you must first capture three of the Spirit Balls that appear whenever a silver wolf is eliminated.



FIGHT NEFF AS A HUMAN

Although this trick makes the encounters with the Boss monsters more difficult, it is interesting. During each round avoid power-up. You will encounter Neff several times but he will eventually attack you as a human.





SEGA - Parker Bros. - 07/01/89

STORY

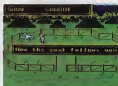
In King's Quest, the latest quest/adventure game available for play on the Sega Master System (this time from licensee Parker Bros.), you assume the role of a brave warrior on a mission of life or death! It seems that the old King Edward is looking for a successor worthy enough to take his throne. You have been elected to take his place, but before you can take the King's seat, you must uncover three magic objects that are hidden in various locations around his kingdom. These include the magic shield, magic mirror, and magic chest of gold.

Along the way you'll encounter all kinds of people, places, and monsters, who each fit into the entire puzzle. Locate magical objects and use your thinking cap to make it around the obstacles that stand in your way. Present the three magical items to the King to win the game and take control of the entire kingdom!



Get Your Goat

To get around the Ogre guarding the bridge, go to the goat pen and "Show Carrot" to lure the animal away. He will follow you to the bridge at which time you'll discover that goats hate Trolls. Another way to get past the Ogre is with a special gift.



Beat the Gnome

When you get to the old Gnome, guess his name and you will receive magical beans. Use the advice from the note in the witch's cottage and read the alphabet backwards to input his name, Rumpelstiltskin, correctly:

IFNKOVHEROSHPRM

Climb to the Clouds

After getting the magical beans from the Gnome, find a clear spot on the ground and "Plant Beans". A beanstalk will grow! Climb the beanstalk and you will be in the clouds where a Giant will confront you and the magical chest of gold is waiting!





SEGA - Sega - 06/31/89

STORY

Where you come from street fighting is a way of life. With years of street smarts and tai kwon do skills, the other gangs have learned to leave you alone - and not to mess with your territory. But now a new gang, the Roughts, have entered your neighborhood. These ruffians are bad to the highest degree. Not only have they filled your streets with violence, but they've kidnapped your number one babe, Maria, just to get your attention!

Vigilante brings all of the kick-em-up action of the arcade sleeper home for play on the Sega Master System. In each round there are dozens of thugs roaming the streets using knives, clubs, chains, guns, dynamite, motorcycles - anything they can get their hands on! If you're lucky you may discover a pair of nunchucks which are nice for going after the Boss in each round.

Hang on Maria, the Vigilante is coming to your rescue!



BOSS STRATEGY

The Vigilante Boss characters are the meanest thing in the game. To quickly and easily eliminate the Bosses, get in close kneel down, and let them have it where it hurts. You'll be moving along in no time!



AVOID ATTACKERS

If you want to quickly blow through each round, don't confront the enemy gang members, just jump past them. Start jumping to the right and continue this hopping technique until you reach the Boss. You can't lose!



DEFEAT DYNAMITE BOSS

The level two Boss attacks from a ledge and throws dynamite. Get under the Boss so that you are facing him and slightly to his side. Jump up and unload punches into his lower section while avoiding dynamite. Use the Boss strategy when he jumps down.



T.V. SPORTS FOOTBALL

Cinemaware - Amiga - \$49.95

Sports games have been around since the early days of computer gaming. The earliest, such as those on the Atari 2600, were very simple and focused mainly on the action aspect, with graphics being very limited, or in some cases, even non-existent. Recently, with the power of some of the more current machines, focusing on simply one of these aspects is simply not enough to satisfy today's players who demand both more action and high-quality graphics from their video and computer games.

This is the niche that TV Sports Football is aiming to fill. Produced by Cinemaware, famous for Defender of the Crown and other graphic-based adventures, TV Sports Football combines the action of the sport, the strategic coaching and thought, and carefully scripted graphics to form a very attractive game in this highly competitive niche.

TV Sports Football covers a 28 team league patterned after the NFL teams we all know and love. Unfortunately, it does not use exact team and player names, likely to avoid the high royalty rates required by the NFL and the Player's Association. While this is a bit of a disappointment, it does not matter that much and is easily forgotten. The games themselves are divided into two categories: Exhibition and League Play. Exhibition games occur outside of the normal season and any two teams can play together. League games occur during the actual season according to the team's play schedules and are predefined at the start of a season.

Also included is a limited ability to practice the plays themselves. Both kicking (field goals and point-afters) and offensive plays can be thoroughly practiced outside of actual game play. This option is limited though; only the offense is modeled and several exhibi-

tion games must be played before a player truly knows how to perform the patterns with an active opponent. A scrimmage option would have been very nice here, with the ability to play against opponents while still in the practice mode.

During the game, the player takes an active role in both the calling of plays and their execution. Offensively, a number of formations are available, while defensive plays are also offered. While they do not cover all the possible variations, there are four different plays (with the mirror image of each play making eight total) and those included are the most common and provide sufficient variety.

Once the offense and the defense are chosen, the view switches to the playbook itself. Here the defender can set one or more players into rush mode while the quarterback will handoff at the first available opportunity and con-

(Continued on page 79)

"...While I was initially daunted by the detail in the game, it did not take too long to get up and running. I did get extremely frustrated with the computer's ability to continuously beat me as I learned the game. But TV Sports Football has that enduring quality that can draw even the most frustrated player back for 'Just one more try.'"

- R. Bradley Andrews



One of the many graphics-oriented game screens that add to TV Sports Football.

THE DUEL: TEST DRIVE II

Accolade - IBM - \$44.95

The *Duel: Test Drive II* is the long-awaited sequel to the mega-hit original, *Test Drive*. One of the first arcade-style driving games for the computer, *Test Drive* brought the great action and good looks of popular coin-ops like *Pole Position* home.

The basic concept behind *The Duel* are similar to the original: after loading the game up (easy on floppy-only machines, but slightly confusing if you want to run it from a hard drive) you are prompted to pick your car, then choose your opponent's vehicle. Next, you must select the level of driving difficulty (automatic transmission, manual shift, more challenging adversaries and more traffic at higher levels). Then drive like hell. Avoid potholes (realistic public works, eh) and lethargic commuters (remember, you're on a public road, not a race track). Don't run afoul of Smokey, heed your trusty radar detector and if that fails, use

horsepower to allude the cops and escape a costly speeding ticket.

While the original *Test Drive* road conditions and scenery quickly became monotonous (you continuously drove through the mountains), *The Duel: Test Drive II*'s Master Disk scenery is varied from wide-open desert and winding mountain roads to meandering rural highways. If the settings provided by the master disk become too familiar, Accolade offers a special California Challenge, an after-market add-on scenery disk, for \$19.95. It features more colorful and more panoramic vistas which have some relation to the real world. Both the Master Disk and California Challenge road courses are divided into seven sections: you are timed and given a score for each segment. At the end of the last section expect to be promptly arrested by a hunk of Highway Patrolperson and wind up in the pokey for 30 days!

Test Drive One included the specs and driving parameters for five sports cars, while *The Duel* has only two cars included (Ferrari F40 and the Porsche 959). This is partly because *Test Drive One* was just that - a test drive. The player could maneuver the course with different machines and compare his score. In *The Duel* you are pitted against a worthy opponent (the computer) in a car of your choosing. It's more of a competition, a test of skill. *The Duel* may also be enhanced via a Supercars disk which is also \$19.95 and contains five of the hottest autos available to the wealthy including a Testarossa, Lotus Esprit, 911 RUF, Countach 5000S, and the ZR1 Vette.

Fans of the original *Test Drive* will probably be at first puzzled and later pleased with the new steering algorithm incorporated into *The Duel*. The biggest problems involved in creating a driving game are overcoming the con-

(Continued on page 79)

"...When I heard that Accolade was coming out with a sequel to its 1987 driver *Test Drive*, I thought, 'so what, big deal.' But when I had a chance to test drive *The Duel*, *Test Drive II*, I was pleasantly surprised with the revamped game. It proved to be a solid piece of product improvement, from the scenery and steering control to the ability to expand the available scenarios through add-on disks. *The Duel* is a definite improvement on an already fantastic game!"

- David Harris



Putting the pedal down all the way with the IBM version of *The Duel* with California add-on disk.

GALACTIC CONQUEROR

Titus Software - Amiga - \$44.95

The Stellar League is assigned to protecting the freedom of every human throughout the galaxy. It has just detected, with its sensors in the far corner of the galaxy, what appears to be a small enemy invasion force. While its size and danger is not known at this time, a defense will be launched immediately to directly confront this threat. Only the player has the needed ability to fly the mighty Thunder Cloud II, suppress this invasion, and return peace to the galaxy.

Galactic Conqueror is the latest release by Titus Software for the Amiga. Following in the style of Offshoot Warrior and Fire and Forget, the emphasis here is on fast and intense action. Only those with quick trigger fingers will prevail. A strategic aspect is added to tie the action scenes together, but the action is the focus of the program.

Play begins with a map of the galaxy before the player. By observing the

current location of the threat a player can determine which planet to liberate next, returning it to the Stellar League's control. When a given planet or moon is selected, a small view of the planet is shown, if it is under enemy control, then a view of the fighter types patrolling the planet is also shown. If the planet is then selected, the action begins.

Liberating each planet involves successfully flying through three different waves of opponents. The first phase is a surface run where the craft is limited to fairly simple left-right, and up-down movements. The second phase occurs in the air, and allows the craft to do full rotations, like a jet fighter. The final phase occurs in the space just outside the planet as the player destroys the last remaining remnants of the alien fleet.

Between each phase, the player returns to the mothership for shield reinforcement and ship repair in preparation for the next phase. This is vital,

since any hit after the shield is down destroys the craft.

The view out the front of the craft takes up the entire screen during these runs and the simple goal is to shoot everything in the way before it shoots or collides with the Thunder Cloud II. Many detailed objects move very smoothly on the screen, but much of the background is the simple two color pattern seen in Titus' earlier games.

Unfortunately, the game suffers from the same drawbacks of its predecessors. The strategic option is almost a gratuitous add-on, and the action seems to have little logic to it. The main way to stay alive seems to be to fire continuously and spin in circles, clearing a narrow enough path to fly your craft and minimize hits till the next rendezvous with the mothership. Sufficient other action titles outdistance Galactic Conqueror, to make it only a secondary choice in its category.

"...Once again Titus Software has produced a sharp looking game, but the play mechanics are too mindless and I rapidly got bored with freeing "still another" planet through the same mindless exercise."

- R. Bradley Andrews



Blast your way through the alien armada with Titus' new Galactic Conqueror shooter

COMBAT COURSE

Mindscape - C-64/128 - \$29.95

It's not just a job, it's an adventure! And now it's a computer game from Mindscape called *Combat Course*. Now you can wallow through muddy trenches, dodge bullets, and fend off attackers in the comfort of your living room or office.

The object of *Combat Course* is simple. You are a Special Forces recruit. You are to be trained at a camp known only as "Combat Course" (very original!). Your training consists of running the gauntlet of obstacle courses located at the base. There are five different courses, each more difficult than the previous.

The "Physical" obstacle course is your first challenge. This is really just a warm up. You get to scale a few brick walls, crawl through a few drain pipes, and avoid a few friendly German shepherds by jumping out of their reach. Easy stuff for a well-conditioned recruit.

The "Risk" course, as the name implies, has you putting a little more than just your sweat on the line. A few choice explosives have been added to this course. Land mines are strewn about, and grenades and dynamite will net you bonus points if you know how to use them.

The third course is known as "Combat", and this is where the fun really starts! All the obstacles that you knew and loved from the first two courses have been brought back. But now you have to worry about animate objects as well. Machine gun-toting guards appear - you must make them duck for cover by firing off a few quick rounds from your M-16. Unarmed guards, whose sole desire in life is to punch your lights out, attack you from the front. Others will try to ambush you from the rear. You must turn and shoot at the rear attackers, and outduke the guys up front. Be a good sport, no

shooting them in the back - you'll receive a penalty!!

The fourth course is the "Combined" round. It is exactly what the name suggests: a combination of Physical, Risk, and Combat. Not for the weak!

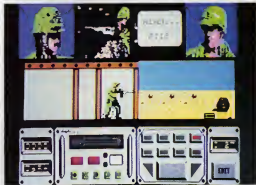
Once you've mastered all the skills necessary to survive the previous courses, you're ready for the ultimate challenge. The CCS or Cobra Construction Set has been designed to break the strongest recruit. It's a mix of all the "fun" obstacles in the other courses, they just appear a little quicker...

One of the game's more interesting elements is its graphic structure. Rather than just having you pick a course and run it, the screen is divided into two portions: the control panel and the display screen. The control panel contains the timer that starts at 4000 and counts down to zero once you start the course, the score, and a VCR that replays portions of the game (not

(Continued on page 79)

...*Combat Course* is an entertaining and challenging game. But it's the added "Construction Set" that makes it a real winner. A course, consisting of 256 numbered sections, can be tailored to any level of difficulty you desire. You design the terrain, you determine the obstacles and traps. *Combat Course* is a game that lets you satisfy your masochistic tendencies by running through the courses, and your sadistic ones by designing courses that are even tougher."

K.C. Maxwell



Take on the toughest training mission imaginable with Mindscape's *Combat Course*

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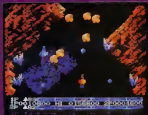
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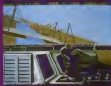
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standing when it comes to musical abilities and sound effects. The system has a unique sound sampler which enables it to generate eight sounds at the same time! The sound sampler allows programmers to use sounds that are created by musical instruments, real sounds, or even human voices. The simultaneous eight sound generator function allows the system to create a dynamic sound field. Imagine playing a game with the latest Guns and Roses tune providing the background music. With the Super Famicom, effects like these will be possible and since the system

has a special car phone jack, you can play in complete privacy. Add to this digital echo and synthesized sound effects and you can quickly see that the games that the Super Famicom plays will not be chained to the same field of limited sounds that the NES is now held to.

The Guts of the Super Famicom

Inside the Super Famicom is a highly complex game machine capable of doing a multitude of extraordinary tasks.

The system uses a 16-Bit CPU (Central Process Unit - the brains of a game system) that is equipped with a CPU utilizing an 8-Bit Data Bus and a 24-Bit Address Bus. These aren't the kind of buses that you in the 18 and under lot may take to school either! The 8 and 24-Bit internal buses indicate what types of software you can run on the machine. The 8-Bit Data Bus will allow you to play existing Nintendo games on the super 16-Bit machine (probably through the use of a low-priced adapter). The 24-Bit address bus is expanded over the original Famicom's and allows direct access to up to twelve megabytes of memory (over 100 times as large as some current NES titles).

The Super Famicom has a built-in math function that uses 8bit x 8bit multiplication and 16bit / 8bit division math that allows the unit to obtain high speed calculations in hardware as opposed to software. This greatly reduces the amount of programming time that designers need to spend when making new games. The end result is higher quality games.

Super Famicom also has an exclusive CPU just for sounds that allows the machine to create effects regardless of what is happening on the screen.

Have you ever played a Nintendo game that slowed down or encounter problems in playing music when a lot of characters were on the screen at once? Well, with the Super Famicom, this problem is a thing of the past!

Super Famicom Cartridges and Expansion Possibilities...

The Super Famicom uses a 64-pin cartridge connector similar to that used in the original Famicom. The structure of these cartridges makes it impossible to insert or remove the carts while the machine is in use.

Super Famicom can also expand its current use if any expansion peripherals are ever developed for the 16-Bit Nintendo. Such expansion would take advantage of the Super Famicom's cartridge connector. Many possible enhancements include an 8-Bit interface to play existing Famicom carts as well as CD-Rom, computer terminals, etc.

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Super Famicom Controllers...

The Super Famicom uses a newly developed controller that has a set of four buttons arranged in a diamond formation. The Super Famicom comes with enhanced key functions for complicated maneuvers, although the sheer number of buttons on the face of the pad would seem to make the unit difficult to use or at least require the memorization of how the 'A', 'B', 'C', 'D' buttons are arranged. In addition to the buttons on the surface of the pad, however, there are also two longer special function buttons near the top of each controller. These buttons are long and carry additional options that are sure to be incorporated into future releases for the Super Famicom. Although keeping track of the number of buttons may seem complicated, the 16-Bit Nintendo's pads will probably just take a bit of getting used to before they are as comfortable as the NES controllers that we use today.

Besides the six fire buttons, the Super Famicom also comes equipped with the standard 'Select' and 'Start' buttons that are similar to those found on the NES. The Super Famicom has two controller ports so that two people can join in on the fun!

What Does All This Mean?

Without a doubt, the Super Famicom is an incredible machine with the capability to perform some truly amazing feats and create outstanding games. This much power, however, does have certain drawbacks. For instance, the amount of time it will take developers to design and program games on this new 16-Bit system may be twice as much as it takes on the regular 8-Bit Nintendo. Creating graphics that are more advanced and taking advantage of the enhanced sound and animation abilities will also require additional programming time. Since many of the most complicated development procedures are handled in the hardware, however, the Super Famicom may be able to get around many of the time consuming problems.

Another factor which comes into play with any new game system is the learning curve that developers must climb in their quest to produce high quality products. It requires programmers some time to become familiar with any computer, learning how to piece all of the system's great features together to make a fantastic game. The games that were released with the NES when it made its debut were no where near as

advanced as the games that we play today. While the games for the Super Famicom will most likely blow us all away, the best things on this system are yet to come.

The Super Famicom does have plenty of fire power and Nintendo is looking to release 300,000 of the machines when the system is released in Japan later this year. But with competition coming from NEC and Sega, who will both be showing advanced systems of their own in the U.S. this September, Nintendo may be placed in the awkward position of playing catch-up when or if the Super Famicom is released stateside (with the NES doing so well, many analysts suspect that the 16-Bit Super Famicom won't find its way to these shores for some time). With all of these advanced features, and great games like Super Mario Bros. 4 and Zelda 3, however, the Super Famicom will definitely be the system to watch in the months to come!

(Editor's Note: All of the facts gathered in the preparation of this Super Famicom article were obtained from reliable sources in Japan. Since the unit will not be released in the U.S. for some time, however, many things contained herein are subject to change.)

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Taito's SUPERMAN

It's a bird (... it looks more like a pigeon), it's a plane (... but it lost an engine), oh no, it's Superman! Beware, fellow gamers, this caped crusader won't save you from a plethora of mediocre games in the arcades, but rather make them look good by comparison. Taito has obviously underestimated today's arcade audience in banking on the comic book license and sacrificing game play in this Double Dragon look-alike (as if we need another one).

The object of the game is to defeat an onslaught of enemy characters that approach Superman. The caped crusader may punch or kick the enemy. By holding the punch button down, Superman can increase strength and then release a powerful Blast Punch to knock out several enemies in one blow. Superman can also pick up garbage crates, and cars and lift them overhead to throw at an enemy. Power-up items can also be collected and include an item to destroy all enemies on the screen, additional energy, and a Super Blast Punch. Unfortunately, the enemy's actions are simple and predictable. Even the Boss enemies at the end of the round are not all that intriguing. A two-player cooperative option is also included (ala Double Dragon) for team play (an odd looking red Superman joins the action).

To its credit, the graphics are above average. Superman and the enemies are large, well designed, muscular characters that look like they popped right out of a comic book. Unfortunately, the animation is so simplistic that the characters just don't come to life like they should. Furthermore, and this is the most distracting feature of the game, the character graphics are obviously overlaid on top of the background graphics. The background images serve only as wallpaper; there is no collision detection with the buildings and other background objects.

To be honest (sorry Clark), not even crytonite can save this game. Superman is a conservative effort that lacks game play depth or originality. The game may perhaps serve as a training ground for younger gamers, but for you veterans, your heroic efforts are better spent somewhere else.

(Continued from page 28)

Russian dancers tap their toes if you take too long to complete a round. Though the graphic quality is below par, the Russian musical score and addicting game play more than compensate.

Tetris can best be described as video game's answer to the Rubik's Cube. It's refreshing to play a game that doesn't say "Hey, I look and play just like Double Dragon". A tribute to its designers, Tetris effectively hides its depth of play behind a simple joystick control and even simpler rules.

Yes, it seems we have been invaded, but it appears that the enemy is here merely for a friendly challenge. Tetris is a great game and the coin-op version is the best format yet. Downedony!! (Goodbye!!)

(Continued from page 70)

trol then shifts to the ball carrier himself. If a pass is chosen, the quarterback can drop back to pass to one of his receivers. Quarterback sneaks are also available and can be quite profitable if the defense plays too far back.

The defense will control one of the four defensive backs. It is often good to assign this person to blitzing and then guide him in, increasing the chance for a sack and pressuring the quarterback.

Two exceptions to the basic play sequence occur. Kickoffs at the start of a half and after a score are calculated by the computer and only the run back is shown. Field goal attempts and point-after-touchdown attempts (PATs) also use a different screen that shows a close up view with a perspective just behind the kicker. Either the computer or the player himself can control the actual kick. The computer is fairly adequate, but a skillful player can often make the hard shots the computer would miss.

As mentioned, League play consists of an actual season, with each team playing its opponents one week at a time. Human players can take control of any or all of the teams, making an enjoyable time for all. The computer can quickly play out any of the current weeks' match-ups itself, providing the statistics for later viewing. Alternatively, a player can choose to watch the computer play out the game in front of his eyes to get a better feel for his next opponent, or just to have fun.

In addition to the head-to-head mode, two players can also cooperate against the computer, in effect increasing the available plays and allowing more flexibility during a game.

The joystick is used exclusively for control during the game. While it will take several exhibition games and much practice for the player to learn how to effectively carry out the available plays, the joystick does an admirable job of controlling the action, once its quirks are learned.

The graphics are definitely the game's strongest point. Not only do most of the players move in realistic ways on the screen, film like sequences abound throughout play. The game begins with a short introduction from a commen-

tator, a short midgame report from Don Badden occurs at half time, and a final wrap-up at the end of play. Also included are short ad sequences for mythical companies and views of various football crowd activities. While not critical to game play, these do add a certain feel to the game and are usually enjoyable to watch. All of this information takes up two floppy disks and users with a single drive will do much swapping during a complete game.

The game is not without its faults though. While the rulebook and instruction sheet cover many of the play fundamentals, it is very difficult to get started and learning to play will often mean getting thoroughly beaten at several exhibition games. It can be extremely frustrating to keep getting out-busted by the opposition and not making any successful offensive drives for a long while. Although the documentation claims that the game was designed to be easy for a beginner, this is only true if the beginner lets the computer control the action. Once the player takes control, a significant amount of skill is needed to effectively carry out the plays.

Many other little factors were included that make TV Sports Football, despite its shortcomings and frustrations, a very enjoyable game that should provide hours of entertainment to football fans everywhere.

(Continued from page 71)

version of a digital input (the joystick) to an analog real-world control like a steering wheel. In Test Drive One the steering wheel of your car would turn left or right at the command of your joystick and would stay turned until you centered it with an additional, opposite command. The cars in The Duel will turn on command, but the steering wheel will slowly center itself once it no longer receives a turning command. This is akin to turning the steering wheel of a car while it's rolling forward and releasing it, the steering wheel will thus return to the center position. There are a few other, more subtle changes from Test Drive One, which

yields a more realistic simulation of driving.

The IBM version of The Duel supports all standard graphics modes up to EGA and will run on all 100% clones and the Tandy 1000 and 3000. Although it retails for only five bucks more than the original, it's twice the price of the original. If you liked Test Drive, you're gonna love The Duel. And if you enjoy driving-type games at the local arcade, you should look at this one as well - it's a blast!

(Continued from page 73)

available in the Commodore version of the game).

Get yourself a joystick that can take some punishment and pull up a chair. Combat Course from Mindscape will provide you with plenty of military action. Be careful though, you may find yourself fighting the urge to get a crew-cut once the game ends.

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| Arkanoid | Nintendo | Chris Ryan | 224,800 | Kenosha, WI |
| Bubble Bobble | Nintendo | Larry Erickson | 1,080,900 | Chicago, IL |
| Contra | Nintendo | Jim Hernandez | 6,553,500 | Fremont, CA |
| Double Dragon | Nintendo | Jim Hernandez | 128,350 | Fremont, CA |
| Double Dragon | Sega | Matt Gockel | 67,800 | New Orleans, LA |
| Fantasy Zone | Sega | Steve Ryno | 11,928,100 | Lisle, IL |
| Fantasy Zone II | Sega | Jeff Yonan | 16,221,100 | Fremont, CA |
| Global Defense | Sega | Jeff Yonan | 715,570 | Fremont, CA |
| Gradius | Nintendo | Nigel Planner | 984,300 | Dayton, OH |
| Gunsmoke | Nintendo | Donn Nauert | 999,990 | Lisle, IL |
| Gyras | Nintendo | Larry Erickson | 653,340 | Chicago, IL |
| Karnov | Nintendo | Ralph Mendes | 534,500 | New York, NY |
| Legendary Wings | Nintendo | Donn Nauert | 5,159,000 | Lisle, IL |
| Marble Madness | Nintendo | Steve Ryno | 42,300 | Lisle, IL |
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| Missile Defense 3-D | Sega | Mark Rzapanski | 637,000 | Seattle, WA |
| Ninja Gai Den | Nintendo | Jim Allee | 228,440 | Milwaukee, WI |
| Out Run | Sega | Danny Lee | 54,249,160 | San Jose, CA |
| Paperboy | Nintendo | Mark McCormick | 69,000 | Hedrick, IA |
| F.O.W. | Nintendo | Jim Allee | 48,300 | Milwaukee, WI |
| Q*Bert | Nintendo | Mike Nichols | 219,820 | San Francisco, CA |
| Rad Racer | Nintendo | Jeff Yonan | 54,697 | Fremont, CA |
| Rampage | Sega | Leslie Ford | 81,900 | Galveston, TX |
| Rampage | Nintendo | Mike Nichols | 324,990 | San Francisco, CA |
| Robowarrior | Nintendo | Donn Nauert | 701,800 | Lisle, IL |
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| Star Force | Nintendo | Donn Nauert | 5,921,500 | Lisle, IL |
| Star Soldier | Nintendo | Donn Nauert | 1,892,900 | Lisle, IL |
| Starship Hector | Nintendo | Donn Nauert | 1,234,000 | Lisle, IL |
| Super Pitfall | Nintendo | Jim Hernandez | 2,115,000 | Fremont, CA |
| Wizards and Warriors | Nintendo | Jim Killy | 639,500 | Huntington Beach, CA |
| Wizards and Warriors II | Nintendo | Jim Allee | 229,850 | Milwaukee, WI |
| Xevious | Nintendo | Dave Schultz | 366,750 | Boston, MA |
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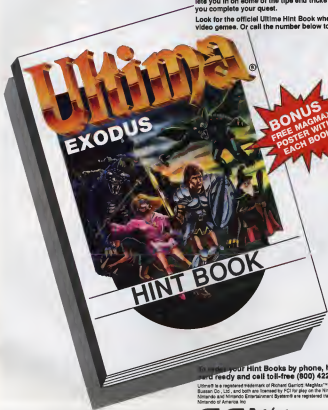
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As of May 1, 1989

VIDEO GAMES

1. Ninja Gaiden (Tecmo)
2. Operation Wolf (Taito)
3. Friday the 13th (LJN Toys)
4. Tecmo Bowl (Tecmo)
5. Super Mario Bros. 2 (Nintendo)
6. Gyruss (Ultra Games)
7. Adventures of Link (Nintendo)
8. WWF Wrestlingmania (Accolade)
9. Skate or Die (Ultra Games)
10. Top Gun (Konami)

COMPUTER GAMES

1. The Duel: Test Drive II (Accolade)
2. Pool of Radiance (SSI)
3. Space Quest III (Sierra)
4. Operation Wolf (Taito)
5. King's Quest IV (Sierra)
6. Jordan vs. BIRD (EA)
7. F-19 Stealth Fighter (MicroProse)
8. Jetfighter (Velocity)
9. Steel Thunder (Accolade)
10. Man Hunter New York (Sierra)

ARCADE GAMES

1. Off Road (Leland)
2. Hard Drivin' (Atari Games)
3. Operation Wolf (Taito)
4. Narc (Williams)
5. Cyberball (Atari Games)
6. Chase H.Q. (Taito)
7. Team Quarterback (Leland)
8. Robocop (Data East)
9. Double Dragon II (Romstar/Technos)
10. Double Dragon (Taito)

The Video Game and Computer Game Top Ten ratings were compiled from game distributors and retailers around the country, and are based on total number of units sold. The Arcade Top Ten is based on the earnings opinions of game operators and is reprinted with permission from RePlay magazine - the coin-op industry's leading trade magazine.

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